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STRATEGIC WALKTHROUGHS ✓

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XBOX

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THE PUNISHER[™]



This game has received the following rating from the ESRB:



MARVEL

THQ

THE PUNISHER

PRIMA OFFICIAL GAME GUIDE

Eric Mylonas

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Contents

Prologue	2	Igor Baltiysky	58
Introduction	4	Castle's Apartment	64
Playing the Game	6	Grand Nixon Island	66
Armory	10	Fisk Industries	77
The Crackhouse	16	Pier 74 Revisited	81
The Chop Shop	22	Meat Packing Plant	84
Lucky's Bar	30	Stark Towers	88
Central Zoo	31	The Takagi Building	93
Grey's Funeral Home	38	Ryker's Island	98
The Gnucci Estate	42	War Journal	104
Pier 74	50	Extras	108

Prologue

Of Your Own Volition

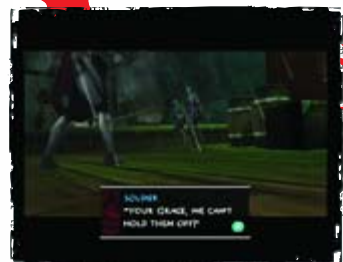
vo-li-tion

n.

1. The act or an instance of making a conscious choice or decision.
2. A conscious choice or decision.
3. The power or faculty of choosing; the will.

Founded in 1998, Volition, Inc. (a part of the mega-publisher THQ) made their mark on the gaming world with the classic PC titles *Descent* and *Descent 2* (when they were a part of Parallax Software).

The first title directly attributed to the studio was the classic space combat sim, *Descent: Freespace*, published by Interplay back in 1998 and it successfully reinvigorated an ailing genre.



Summoner 2: The PS2 launch classic gets a sequel

From there Volition went on to craft an expansion pack and a sequel to the first game, then set their sights on the then-new PlayStation 2 hardware, delivering *Summoner* for the console's United States launch. It proved to be a title much-loved by the game's hardcore fans—an even more polished and epic sequel followed a few years later.



Red Faction 2: Geo-Mod goes to the next level

Volition garnered great acclaim for their Geo-Mod technology, which allowed real-time deformation and destruction of 3D environments that, up until the introduction of *Red Faction*, had never before been seen in a video game.



This is not punishment...to play

Needless to say, Volition has been a boon to THQ, bringing in games that have not only been well received critically but commercially as well, with *The Punisher*™ almost guaranteed to continue that streak. Put bluntly, the game is amazing.

Volition's Gameography

Freespace: 1998 (PC)
*Freespace**: Silent Threat: 1998 (PC)
Freespace 2: 1999 (PC)
Summoner: 2000 (PS2); 2001 (PC)
*Summoner 2***: 2002 (PS2)
*Red Faction***: 2001 (PS2/PC)
*Red Faction 2***: 2002 (PS2)
The Punisher™: 2005 (Xbox/PS2/PC)

* Expansion Pack

** While these games are available on other platforms, Volition created the Intellectual Properties and coded only the versions noted.

Five Questions For Volition, Inc.

5 Questions with Mike Hawkins of Volition, Inc. (developer of the *The Punisher™*):

P: Prima
V: Volition

P: Volition is known for original titles--what was the impetus behind developing *The Punisher™* instead of a wholly original concept?

V: THQ had the license from Marvel for *The Punisher™*. We here at Volition saw an opportunity to bring *The Punisher™* back to the gaming community. Sandeep Shekar, our lead designer, has the arcade version of *The Punisher™*. It is in our lobby and it is in good working order. To quote Sandeep, "The *Punisher™* is one of the greats. For our generation of gaming geeks, he's the anti-hero that we grew up with. If you ask my parents who their essential anti-hero was, they'd say Dirty Harry, but for those of us who grew up with Marvel comics in the late 80s and 90s, the quintessential anti-hero will always be Frank Castle™ – *The Punisher™*. Ever since the first time he walked on the scene with the permanent solution, those guys in spandex were never able to provide."

And who says that we aren't working on RF3 and a wholly original concept? ;)

P: How many people worked on *The Punisher™* and how long did development take?

V: A lot of people. Here at Volition there were about 60 people. At THQ there were 30 plus. These totals are the people that worked on *The Punisher™* day to day. With the outside contractors who did the music, cinematic movies and voice over, and another 70 plus. If you beat *The Punisher™* and unlock the credits, you will see all the people that worked on the game.

To get *The Punisher™* completed took about two years.

P: Who was the lead designer, writer and producer on *The Punisher™* and what is your role?

V: The lead designer is Sandeep Shekar. He is the one that has the vision of what *The Punisher™* game should be.

The story is from Garth Ennis and Jimmy Palmiotti. Our writer is Mike Breault. He would take Garth and Jimmy's work and make it game ready.

The Producer is Rick White. He is the one that gets all the people and makes sure that they are all going in the same direction.

I am the Associate Producer. I make sure that the game goes through testing, and all the I's are dotted and the T's are crossed.

P: Does *The Punisher™* run on a version of Volition's Geo-mod technology and, if so, has it been modified in any noticeable way for this title?

V: Sorry, *The Punisher™* is not using the Geo-Mod technology.

P: Not many people realize Volition is based out of Illinois which, as far as we know, is nearly unique in the game dev community--has there ever been any thought to re-locating to the West Coast where the vast majority (THQ amongst them) of the game development community resides?

V: Volition is in Champaign, Illinois, which is about 2 hours away from Chicago, Indianapolis and St. Louis. We are all happy being in America's corn-belt. We can all afford to buy a home. The longest commute to work is 15 minutes and no bumper to bumper traffic.

P: We would like to thank Mike and all of the fine folks at Volition, Inc. for taking the time to answer or questions and create such an amazingly high quality title. Thanks guys!



Now that you're familiar with the company behind *The Punisher™*, it's time to check out the game itself, so flip the page and prepare to engage in no-holds-barred underworld warfare as *The Punisher™* and his one-man army take the battle to the scum of the earth....

Introduction

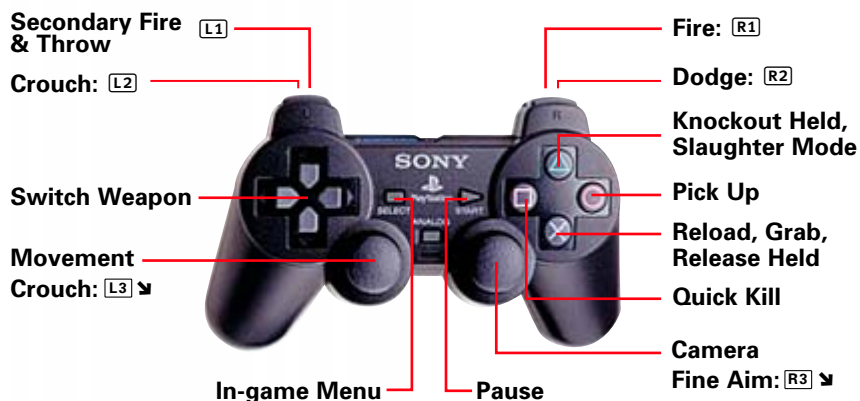
This Is Punishment

Welcome to Prima's Official Game Guide for THQ's and Marvel Comics's The Punisher™, developed by Illinois-based Volition, Inc. Here you'll find all the info you need to take you from start to finish as The Punisher™ takes his vendetta against the scum of the earth—from the seedy crack houses of New York City to the hell-on-earth confines of Ryker's Island Penitentiary.

En route to our final destination, we'll show you how best to deal with the thugs, gangsters, miscreants, and misanthropes who make life in the Big Apple a big pain, with everything from profiles on how to make the most of your burgeoning arsenal to how best to maneuver the many levels featured in the game, with some levels offering differing strategies depending on the situation.

Default Controls

PlayStation 2



PC

Fire: Left Ctrl /

Alt Fire: Z /

Reload: R /

Holster: No Default

Next Weapon: T

Use Pistol: 1

Use Rifle: 2

Fine Aim: F

Quick Kill: Q

Grab/Pick Use: E

Release Held: N

Throw Held: Z /

Move Forward: ↑ / W

Move Reverse: ↓ / S

Step Left: ← / A

Step Right: → / D

Dive/Dodge: Space

Crouch: C

Look Up: Home

Look Down: End

Turn Left: Delete

Turn Right: Page Down

Slaughter Mode: Tab

Pause: Esc

In-game Menu: F1

Xbox



Friends, Foes, and Cameos



The Good, Bad and Very, Very Ugly

The Punisher™ runs into a motley assortment of heroes, villains and characters that straddle the fine line between good and evil, throughout his journey through the seamy side of New York and beyond. Here are a sampling of some of Marvel Comics' bigger stars and lesser lights:

Nick Fury™

Nick Fury™, agent of S.H.I.E.L.D. will lend a direct hand to The Punisher™ as he teams up with Frank™ to take on the insidious forces arrayed against them both. The gruff, cigar-chomping, ex-head of the Howling Commandos makes for an able ally, taking some of the heat off The Punisher™'s back so he can concentrate on what he does best: breakin' criminals in two.



Black Widow™

The first "sidekick" The Punisher™ will come across is the Black Widow™, a former Soviet spy now working a little magic by going freelance. Natasha proves to be pretty quick with a shoulder throw or shotgun blast. Just be glad this lady is on your side, not theirs.



Bullseye™

This sadistic assassin, ostensibly employed by the Kingpin™, never misses with his wicked assortment of throwing knives. The bad news for Bullseye™ is that although The Punisher™ does sometimes miss, "missing" with a heavy-caliber machine-gun isn't quite as big a deal as missing with some paltry throwing knives.



Iron Man™

The "invincible" Iron Man™ (a.k.a. billionaire industrialist and playboy, Tony Stark) shows up after The Punisher™ makes one of his trademark appearances in the heart of Stark Towers.

The Kingpin™

Though he's supposed to be the big crime lord on the block, the mountain of muscle (no, not fat) known as the Kingpin™ is actually part of the machinations of a more ambitious (if that's possible) crime lord. With that said, The Punisher™ may just end up helping the big wheel with a little problem they both share.



Tips, Notes and Cautions



Tip

A Tip may help you choose the best weapon for a given situation or the best way to sneak up on an unsuspecting, soon-to-be-dead, foe.



Note

Notes point out items of interest not necessarily related to actual in-game action. They remind you to go back and try for a higher score on one of the levels, for example.



Caution

Cautions are incredibly important, as they warn you of a vipers' nest of enemies lurking ahead, or what not to do going into a particular situation.

Punisher™: Trivia Journal



Punisher™: Trivia Journal

Throughout the walkthrough portion of this guide you'll find a series of Punisher™ trivia questions to test your knowledge on all things punishment-related.

Playing the Game



Note

Though the in-game tutorial and manual do a good job of explaining the basics, here we've taken strategy up a notch to give you a better grip on how to make the most of *The Punisher*™'s abilities.

Play Styles

There is more than one way to tackle *The Punisher*™. Basically, it has two distinct playing styles, and each has pros and cons.



Note

Though there are two primary ways to play, there's every chance you'll be using a combination of the two playing styles to complete the game.

Run and Gun



The most visceral route through *The Punisher*™ generally involves wading into room after room of enemies and laying waste to them with whatever weapon you have on hand. This method has several pros and cons:

Pros

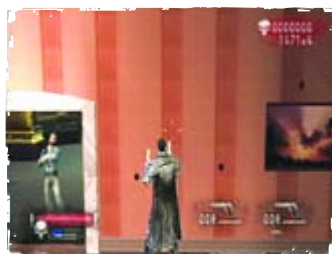
- Fastest path through the game
- Good prep work for Challenge and Punishment modes
- Most in line with how *The Punisher*™ would behave in the comics

Cons

- Impossible to not get shot
- Impossible to earn a gold medal (or even a silver medal, in many cases)
- Missing out on a lot of sidequests due to the shoot-first-ask-questions-later mindset
- Without enhancements (improved body armor, etc.) you will likely die a lot on the first several passes through a section

Running and gunning is certainly entertaining, but you'll likely end up unlocking very few things and dying a great deal while you're getting used to level layout, enemy placement, and enemy behavior. Still, it's undeniably fun.

Slow and Steady



Slow and steady is a great way to tackle the game. Here are the pros and cons:

Pros

- Best way to rack up a high score
- Less likely to take heaping amounts of abuse, as in gunfire
- Best way to get a good idea of level layout, enemy locations, and enemy behavior
- The Punisher™ will likely take less abuse, therefore, you need not spend so many points on upgrading (this allows you to save up for some of the pricier upgrades without playing the game a million times to earn points)

Cons

- A much, much slower pace than running and gunning
- Sometimes you'll want to barrel into a room, all-guns-blazing, as that's the safest way to make sure everybody is dead.

Depending on your mindset, taking things slow and steady might be the preferred method of playing for at least the first pass through the game. Doing so will help you avoid being killed often and having to replay large sections. Also, you'll most likely get more out of the experience in terms of Interrogations, etc.

The Camera: If you don't use it, it's your worst enemy



The in-game camera (manipulated via the right thumb stick, right analog stick or mouse, depending on your platform) is quite simply the greatest ally you'll have in the entire game. Because The Punisher™ plays in the third-person perspective, you can use the camera to do things that would be impossible in reality.

Scoping Things Out

Using the camera, you can gaze around corners and check out the path ahead without actually putting The Punisher™ in harm's way. Just position Frank™ in a location that would blind him, and pivot camera the camera which allows you to look around corners without enemies being able to see him.



Hide behind a wall.



Rotate the camera.



Expose enemies laying in wait.

You can literally be right around the corner from a squad of goons and they won't know your location. This allows you to do a few important things:

- Note how many foes lay in the immediate vicinity.
- Snipe enemies just around corners without The Punisher™ being at risk of return fire.
- Verify ammo, Special Interrogation, Special Kill and other items of potential harm for use on local miscreants.



Caution

Be aware that although you're able to see certain enemies just ahead, the camera is not omniscient—some foes could be just out of view, waiting to ruin your day.

All of these camera abilities add up to a very unfair advantage over your enemies—and you'll need every advantage you can get, on several occasions.

Fine Aim Mode



Just behind the camera in order of importance in *The Punisher™* is Fine Aim Mode. By using this as often as possible, you gain a serious edge over enemies because your accuracy is enhanced tremendously (at the expense of maneuverability, however).

Though it's introduced in the first level tutorial (Crack House) as something to be used when in a safe, secure, stationary position, there are several instances where Fine Aim mode, once mastered, can be used to great effect:

Some Sample Uses

- Enemies are 30 feet or more away
- Enemies are just behind/around corners (more on this shortly)
- Enemies are taking hostages and you need the extra precision to cap the bad guys without hitting innocents

Camera + Fine Aim Mode = Lots of Head Shots



Never saw it coming

The biggest advantage the camera affords is allowing *The Punisher™* to sit *just* behind a wall with only the barrel of his gun exposed to potential harm. The process is simple:



1. Take a position to the left or right of a doorway/opening.



2. Enter Fine Aim mode.



3. Maneuver the crosshair onto a foe and squeeze the trigger.



4. Watch the enemy crumple under an onslaught of red-hot lead.

Interrogations



Interrogations, in most cases, are mandatory for beating the game. (You *could* beat the game without them, but it is very difficult.) While the game itself provides instructions on how to execute each Interrogation, be aware of these additional points as you proceed to bring the hardest of the hard to their knees:

- The weaker foes are, the easier they are to break—try wounding a foe before attempting an Interrogation.
- Certain types of Interrogations are easier to perform. Gun Tension is the easiest of the four basic Interrogations.
- As the game progresses, Interrogations become more difficult to perform; enemies more easily resist debilitating pain.
- Killing a foe after breaking him results in a 100-250 point penalty (this only pertains to killing the foe within an Interrogation). However, if you make him a shield or quick kill the thug, there is no penalty.



Caution

Although wounding an enemy first *will* make an Interrogation easier, it also affords a smaller margin of error. On your first attempt at each Interrogation, you *may* want to have as healthy a target as possible.

Staggering

This technique can become very important when you find yourself surrounded by several enemies and the thug you wish to interrogate is actually firing on you. With this, you can cause the skull-marked guy's aim to go askew and close the gap without taking damage.



Enemy is firing on you.



Fire single rounds at his chest, legs, and/or arms.



Enemy's firing pattern is disrupted.



Keep moving in and grab your enemy.

Naturally, head shots are a bad idea (you can't break an enemy if he's dead). Depending on your skill at Interrogation, if your guy takes too much damage, you may find he's beyond your ability to Interrogate without killing him.



Tip

It's a good idea to wield smaller caliber weapons when staggering an enemy—using something like the machine gun will destroy a foe rather than just stagger him.

Armory

A Bullet (Or Ten) for Every Bad Guy



Choose your weapons

Throughout his adventure, The Punisher™ earns a heavily armed battalion's worth of adversary-annihilating weaponry. Each piece has its own advantages and disadvantages, and we cover each of those in the following section.

Note

While the following is fairly general info, we also point out game situations in which each weapon is best-suited.

Machine Gun



Red hot death by molten lead

Pros: Extremely deadly

Cons: No Fine Aim mode

Dual-Wielding: Yes

This massive, cannon-like machine gun destroys all but the most heavily armored foes in just a few shots. In fact, if your goal is to wound an enemy and then take them for use as a shield, this is the last weapon to use because it'll likely kill them almost instantly. It's good for clearing out large groups of enemies in the shortest time possible.

Note

While you won't get many opportunities, when you manage to get two of these machine guns at once, there's almost nothing that can stop you...till the ammo runs out, anyway.

5.56mm Assault Rifle



Reliable and readily available

Pros: Very common; lots of ammo

Cons: Lousy at a distance

Dual-Wielding: Yes

This respectable machine gun will probably see a lot of use because it's common in the game. This weapon is often used by the Gnucis, and other foes aren't afraid to use it, either. Also, it's a great dual-wielding weapon because at close to medium ranges, it can do some serious damage. Engage Fine Aim mode and you can extend its range a bit and garner quite a few head shots.

Auto Shotgun



All the damage without the nasty pump

Pros: Punches a big hole in an enemy

Cons: Short range

Dual-Wielding: Yes

While old reliable (the classic pump shotgun) is in numerous supply throughout the game, this little number is a bit harder to find. However, once you do get it, you'll learn really fast that automatic beats pump every day of the week—you don't have to pump after every single shot to chamber another round. This makes it more useful in room-sweeping situations than its lower-tech cousin.

7.62mm Assault Rifle



Big Brother to the 5.56mm

Pros: Solid damage

Cons: Not as plentiful with ammo as 5.56mm

Dual-Wielding: Yes

This slightly larger machine gun packs a bit more bang for the bullet than its slightly smaller counterpart but, generally speaking, it isn't nearly as readily available as the 5.56mm. Consequently, it's preferable only when you can actually get your hands on it (beyond setting it as a default weapon) and, even then, the ammo never continues flowing as freely as one might like given the amount of corpses you'll be piling up.

Sniper Rifle



One hit wonder

Pros: Can hit virtually any enemy you can see

Cons: Nearly useless (if not fatal) to the wielder at close range

Dual-Wielding: No

The sniper rifle is one of those weapons that gives The Punisher™ almost God-like control over the lives of his enemies since all he really has to do is point and shoot. After that, the high-velocity bullet, assuming it's aimed at the chest (or, better yet, the head), does the rest of the work. Do not, however, attempt to use this weapon at close range or in a heavy firefight because of its lengthy recovery time after each shot.

Anti-Tank Weapon



Erases heavy artillery

Pros: Very, very powerful

Cons: Deadly (to The Punisher™) at close range

Dual-Wielding: No

This heavy-duty weapon is mainly designed to destroy artillery such as tanks and helicopters; however, it can also do a number on groups of enemies. The big worry with this weapon is the splash damage radius at close range—unload one of these up close and you're likely to take out Frank™ along with anyone else vaporized in the blast.

Flamethrower



Flame on!

Pros: One blast is good for several enemies

Cons: Burning enemies can burn The Punisher™

Dual-Wielding: No

The flamethrower is the kind of weapon that makes you think "Yes!" when you first pick it up. After all, who doesn't like setting people on fire and watching them race around the room shrouded in cloaks of flame? And, while it's wonderful that you can burn one guy and watch him run into and light up his friends, The Punisher™ is equally flammable, so *be careful* with this thing!

Battle Rifle with Grenade Launcher



The future is now

Pros: Powerful

Cons: Finding Ammo

Dual Wield: Yes

This nasty little number has a host of unique features that increase its appeal beyond its high rate lead-spewing. For one, this rifle has a built-in zoom feature like the sniper rifle so that on the second click of fine aim it'll give you a sniper scope. Also, it has a grenade launcher option (after you've purchased it, of course). It's a solid weapon, though finding rounds can sometimes be an issue.

SMG 5.7mm



Hard to miss

Pros: Rapid rate of fire

Cons: Goes through ammo fast

Dual-Wielding: Yes

This little bitty gun is great because it has a very respectable range compared to other guns in the machine gun category. It's also quite deadly at close range and can tear an unarmored foe apart in seconds. The only real issue is keeping it fed, as ammo tends to be hard to come by, thus resulting in a short, but sweet, relationship.

SMG .40 Cal



SWAT Your Enemies

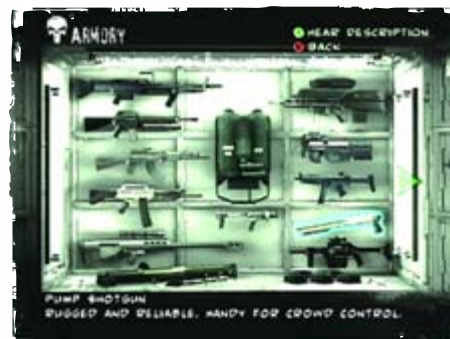
Pros: Decent damage

Cons: Doesn't stand out

Dual-Wielding: Yes

This handy submachine gun is probably the worst performer of all the guns—it simply doesn't excel at anything: neither damage, nor range, nor stopping power. If there's nothing else handy, this gun is better than nothing, but it's probably not going to be the first weapon that anyone reaches for. It doesn't even make the enemies splatter in an appealing way.

Pump Shotgun



The classic

Pros: Instant death at close range

Cons: Only one shot before needing a reload

Dual Wield: Yes

Is there a gamer out there who isn't tickled pink by the power of a pump-action shotgun? Probably not. In fact, you'll probably find yourself dual-wielding these beauties at several opportunities, though their effectiveness is directly related to how tight and enclosed the area you're in is. Pump shotguns have terrible range and are only really exceptional when foes are trapped in tight areas. Hit your enemy squarely with a shot and he'll go down instantly.

Grenade Launcher



THWUMP!

Pros: Good room-clearing potential

Cons: Hard to aim correctly

Dual-Wielding: No

Like the anti-tank weapon, this baby is best for dealing with heavy-duty foes including tanks and heavily armored soldiers. Generally, a direct hit kills the toughest foes, but it's best used in a room-clearing capacity by launching a grenade into the middle of a crowd and watching the bodies fly like so many bowling pins. Also bear in mind that you must account for its arc—shooting low on a level plane is asking for trouble, unless you want to have stumps for legs.

Revolver



The veteran

Pros: Good accuracy

Cons: Low ammo capacity

Dual-Wielding: Yes

As far as pistols go, this revolver is probably the low man on the totem pole. It's decent, has good accuracy, and gets better in a dual wield situation, but due to the revolver's lack of power and small ammo clip requiring frequent reloads, it's not going to win any awards. If you have use it, fine, but otherwise there are much better options.

Hand Cannon



KA-BOOM!

Pros: Very powerful

Cons: Frequent reloads; requires a steady hand

Dual Wield: Yes

This nail driver punches holes through all but the heaviest armor and keeps going right on through the other side. When dually wielded, it can take enemies down in droves *if* you have a steady hand (the kick is quite fierce). Still, get your hands on two of these and, chances are, there won't be too many baddies left standing in your wake.

Machine Pistol .45 Caliber



People whacker

Pros: Shreds foes up close

Cons: Chews through ammo in record time

Dual-Wielding: Yes

The ubiquitous machine pistol, star of several million 1980s action films, makes an appearance in *The Punisher™*, to your benefit. These little dynamos of death shred nearby enemies in record time, but their appetite for ammo leaves much to be desired. Nice toys, but you probably won't be using them very frequently since there are better options that use less ammo.

.50 Caliber Semi-Automatic



Palm-sized power

Pros: Very powerful

Cons: Not terribly accurate

Dual-Wielding: Yes

As with other pistols, the .50 caliber works best in a dual-wielding situation, but the sheer power of this one makes it a good single weapon, too. Unfortunately, the gun's accuracy is poor; it requires Fine Aim mode to be of any real use in a firefight. This brings its appeal way, way down on the death-dealing meter. Still, it's fun to peg an enemy with this gun and watch him stagger for a bit.

Machine Pistol 5.56mm



Palm-sized Power

Pros: Powerful

Cons: Likes to use ammo

Dual-Wielding: Yes

This is a hot little item, though the quantity of ammo it uses is a problem. Think of it as the big brother to the .45 caliber, with all of its pros and cons super-sized. You'll get a kick out of using this gun to mow down erstwhile thugs, but don't get terribly attached to it, as separation anxiety can be an ugly thing.

.45 Caliber Semi-Automatic Pistol



Very old school

Pros: Rapid firing

Cons: Not enough stopping power

Dual-Wielding: Yes

This little gun is probably something you only want to use if there's nothing else available (and this even includes melee weapons like glass bottles and cleavers). It's small, lacks any real power, and its accuracy is very unimpressive to boot. Generally speaking, you'll use this one as a last resort and, after you survive the early part of the game, you'll probably kiss this pistol good-bye in a hurry.

The Crackhouse

The War Begins



Head around the corner to the left, down the stairwell and in through the doorway to enter The Crackhouse from the basement.



Head down the hall, following it as it unwinds, and you quickly come upon an unwitting thug sitting at a table. Run up behind him and grab him for your first Interrogation.

Section 1

When the game begins, start moving down the darkened alley, noting the fellow just ahead who is about to accost a nearby woman.



As he begins to hassle her, use the Grab button to take hold of the interloper then hit Quick Kill to snuff him fast and easy. After that, speak to the near-victim.

Continue down the alley. It isn't long before someone takes an (assisted) dive from several stories up. Wait a few seconds more and the first diver is followed by a second.



Tip

If you kill this thug, a second thug will enter from the door behind the table.

Select one of the three available options and proceed to the Interrogation controls. Here you must carefully use the controls to keep the bar from turning yellow till the thug is "Broken!"—if you apply too much pressure, however, you'll end up killing him.



After extracting some info (or causing him grievous bodily harm), feel free to toss or quick kill your foe. Alternatively, you could hold on to him as a shield but, for now, it will only slow you down.

The Crackhouse



Pressing deeper into the building you come around the next corner to find another thug rushing at The Punisher™. Execute a Quick Kill to drop him where he stands, then head onward.



Rush into the room and use the shotgun to blow away the one thug foolish enough not to run off-screen, then turn right and head past the wall with crates to find another bad guy off to the right side. Drop him with a shotgun blast, then take out the fellow using the wall ahead as cover. To his left, you find a fourth foe. Rush in and quick kill him to give both your Slaughter Meter and Combo Meter a boost. Then take out the last guy to your right (nearly behind you).



Before long, you find a card table with some empty Chinese food containers, bottles of booze and—oh how nice—a shotgun! Pick it up and get ready to start mowing down thugs from a safer distance.



Just around the corner you find a stairwell. Climb up to the first floor and then kick open the door to startle a pair of unwitting thugs.



Pause for a moment and collect the pistols and ammo the corpses so kindly relinquish. Now that you can dual-wield pistols, you can fire both guns.



From here, proceed through the doorway to the right (not the one along the wall past the window), to find a young lady, safely barricaded behind a gate.

After conversing with her, turn around and head around the corner to the left to find another thug waiting to surprise The Punisher™. Unfortunately (for him) he was hoping you'd come through the other door—quick kill him for a real surprise.



Note

After kicking in doors, it's good to be on your toes as your enemies are only startled for a split second so always be prepared to rush in, guns blazing. However, sometimes it's best not to kick in doors to take out unsuspecting thugs before alerting them.



Do an about-face and head through the door to the left of the steel gate and enter a room with a group of thugs watching some wholesome television. Crouch and sneak around till you're right behind the perps, then put a bullet in each of their heads with the pistol. Now turn to the left to deal with two more.

Head through the nearby open door; to the right you spot a gaping hole in the wall. Switch to Fine Aim mode and administer a dose of lead to each of the skulls lurking there.



Tip

It's best to use the pistols in this case because there are two of them, and because a single bullet from each is precise enough to kill with one head shot a piece. You can collect the ammo from the two thugs you dropped a moment ago in the kitchen off to the right



Make your way down the hall and around the corner and you should find this courageous soul waiting. He may beg for mercy but just think what would happen if the roles were reversed...quick kill him to complete that thought.



Tip

If this thug is held and thrown through the doors, the thug waiting with the shotgun will kill him instead of shooting at The Punisher™ first.

Proceeding up to the double doors, be ready with the shotgun or pistols as there is someone waiting to greet you. Blast him and take his shotgun for some quad-barreled action.



Around the next bend is a room full of poker-playing baddies. Don't these guys know gambling is against the law? Switch to Slaughter Mode and kill each and every one of them (in a manner thoroughly *not* conducive to an open-casket funeral) before the meter runs out. After meting out some serious punishment, head up the nearby stairs.

Section 2



As you enter the second floor, you are privy to a conversation, the result of which will be most unpleasant for one of the participants if The Punisher™ allows it. Don't allow it.

The Crackhouse



Guns locked and loaded, kick in the door in the corner and take aim at the three thugs intimidating their victim. Take out the first two with your guns and quick kill the third. From there, spin around and nail the guy directly behind you in the room directly opposite the windows. Oh, and speak to the fellow you saved to collect some extra points.

Special Kill: Feel the Pane



Maneuvering your third, and final, foe to the orange Special Kill splash, hit the Special Kill button to send your would-be assassin to his demise—several floors down. For style points, toss him through a closed window.



Pressing onward, move through the next doorway and grab the bat lying on the ground. From there, head around the corner to the left and hit a homer by quick killing the perp threatening the young lady, then speak to her really quick.

Special Interrogation: Bust Some Glass



Head into the next room. You spot a fellow with a white skull above his head and a nearby Special Interrogation splash. Run in and grab the thug, then maneuver him to the splash and proceed to carefully extract pertinent info from him.



Note

Later on in the game it can be very beneficial to let the perp go in order to facilitate easier passage through a certain sequence. Keep in mind, though, that you'll be foregoing the chance to enhance your Slaughter meter, by doing so.



In the next room, two thugs are waiting just ahead; they are itching to send some lead The Punisher™'s way. Send it back.



Note

Killing enemies in interrogations will cause point deductions. Decide what's worst: letting a criminal live or losing some bonus score.



In the next room is a miscreant with a hostage. Switch to Fine Aim mode and cap him in the head with a few shots from your pistols. Afterward, speak to the victims.

Now you see three doors and a pair of stoners on the couch: the door to the left contains a very friendly young woman, the middle door is an empty bathroom, and the door to the right is where more trouble awaits.



Tip

Switch to dual pistols before heading through the next door.

Burst through the door. Four more thugs are gathered around a table. Using your pistols, just start firing away until at least three of the baddies are headed for the dirt farm. The fourth you can nix with a quick kill. Then go up the stairs.



When you enter the next room, you might find that one of the fellows from below has escaped upstairs. Get in there and quick kill him to add to your point totals.



Through the next door, you spot two thugs to your right, one of whom is probably running right at you. Drop him, then chase after the other guy as he breaks to the left. After that, you encounter one more, in the larger room. Take him out, then head through the rather large hole in the wall.



On the floor should be a small group of grenades. Grab them, then proceed to mop the floor with a few more thugs that are in the far end of the room—do *not* shoot the victim running toward you! After taking out the trash, climb the ladder on the fire escape and make sure you have your pistols ready.



As you exit the fire escape you encounter another hostage situation. Enter Fine Aim mode and cap both thugs, then be sure to speak to the two victims before moving on.



Tip

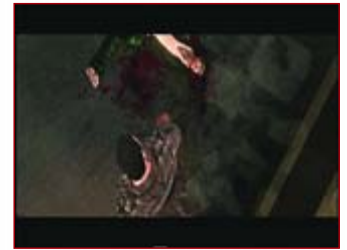
Shooting the thug on the right first causes the thug on the left to surrender and let go of his hostage.

The Crackhouse



As you enter the next room and turn left, a woman runs past—don't shoot her! However, be sure to drill the two thugs to the right of the bunk bed and grab and interrogate the third with a skull over his head. He gives you a key to a closet behind The Punisher™ that holds some goodies.

Special Interrogation: You're Grounded



Heading into the final room, you find the boss of the gang. He goes by the name of Damage and you just have to run in and grab him. From there, maneuver him to the Special Interrogation splash by the ledge and proceed to do your thing.



Now head through the looming double doors and get ready for a gun battle that'll have you on your feet—you need to run a gauntlet of thugs to get through this one. After the doors open, nail the first behind the couch, then bag his buddy to the right. Now head around the corner to the right to find a third enemy, nail the guy right in front of you as you head towards the kitchen, then move into the kitchen to obliterate two more. After that, a quick turn to the left nets you two more thugs, one to the right behind a small wall, and the other behind the table.

Punisher™: Trivia Journal

Q: Who created The Punisher™?

A: Gerry Conway (writer) and Ross Andru (artist).

The Chop Shop

The Plot Thickens



Notice the fellow working on a nearby car. Move to the left and to the hydraulic jack console, then activate (or is that deactivate?) it. Minus one thug.

Section 1



Caution

As you enter the shop and run forward, one of the thugs on your right might try to send a car hood your way, so watch your step!



As this level opens, you enter the Chop Shop on the run. Move forward into the main part of the shop to take out a small squad of thugs. The good news here is that the half dozen or so guys don't have guns. Focus on taking out the gun wielder, then quick kill the weaker foes. But be careful—try not to shoot the guy with the skull over his head. Hit the switch by the doorway to enter the next section of the garage.



After jacking up (down?) that guy, the rest of the garage notices your rather loud arrival: Proceed to clear out the other thugs but do not kill the truck driver (on the loading dock) or the guy working on the power saw with the skull over his head. Also, be sure to nail the lone thug prowling the catwalk above.

Special Interrogation: Buzz Cut



This guy's just dying to tell you something, so help him out by introducing him to the power saw. Despite your working him over, he coughs up very little useful info and The Punisher™ doesn't like those who aren't useful, does he?

The chop shop

That done, feel free to speak with the truck driver to see if he knows anything. Apparently, he doesn't...or does he?



Note

Be sure to grab the free clutch of Flash Bangs that the (apparently) innocent truck driver bequeaths to you.



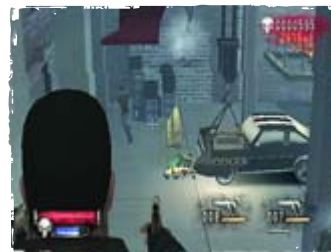
Now head into the office in the back and open up the file cabinet to get a clutch of rounds for your shotgun, then move out the opposite door and down the hall to the left.



In the reception area, you find a receptionist feeling a bit freaked out. You also spot a thug running off to the right. Speak to the lady, then chase the thug down and quick kill him as he pounds impotently on the locked exit door. Talk about dead ends...after that, head back to the receptionist and speak to her for some rather disconcerting news. Now, go back to the garage to have the receptionist's word confirmed. Then demonstrate what happens to those who lie to The Punisher™.



Now ascend the stairs (near where you dropped the last thug) and you arrive in a break room populated by five thugs. The first is getting a soda—cap him. After that, watch out for the TV-wielding thug coming around the corner—blast him. You can take out the remaining three in any number of ways, but it's probably best to blast the first two from behind the cover of the wall, then run in and quick kill the third.



After breaking things up, head down the hall and through the door to the catwalk. Arm your pistols (or machine guns) and enter Fine Aim mode, then turn to the left. You spot two guys across the garage. See that engine hanging from the ceiling? Take aim and blast it to send it crashing down on the first thug's skull, then blast the other thug till he drops.



After that effort, move down the catwalk and nail any thugs you can see from above. If you can't see them, drop off the ledge so that you land on the floor between the wall and the car container.



From here, start clearing out this garage. Your best bet is to use the car container as cover and pop out and blast or quick kill thugs as they present themselves. If you find them hiding behind pillars, simply advance with care to each pillar, quick killing as you go.



Before exiting the garage, head up the steps and into the cage to grab some extra weapons, ammo, and grenades, then head through the door to exit this particular garage.

Section 2



After this new area loads, head down the hall and note the door to the right: Behind it are two thugs—one almost directly across and the other off to the right. From the doorway, blast one then the other before entering the room.

Now you find three doorways available. The one to the left leads to a room full of thugs that you can eliminate for points and/or to bulk up your Slaughter Meter. After doing that, head back out and then through the rightmost door.



As you round the bend you see a thug making a break for it—if you're quick you can tag him before he gets out of range. However, watch out as there's a shotgun-toting cretin just to the right who's waiting for you to give chase. And, just behind him, lies another gent with a shotgun.



After that trio of bad guys is dead, head down the corridor the two shotgun wielders were in and you see some shelves and a guy with a skull over his head. Make your way around him and kill the guy just to the left waiting in ambush.

Special Interrogation: Drilled



Grabbing the guy with the skull, drag him over to the nearby drill press and execute a Special Interrogation. This time, though, after you break him, let him live. Free him, and follow him as he leads you forward.

The chop shop

As you race around the corner he knocks down one of the thugs—make sure you blast this guy before moving ahead or he'll get up and pursue you down the hall.



Your accomplice keeps running ahead and to the right, however, on your right, you pass a doorway to the men's room. Head inside for a little extracurricular activity.



Special Interrogation: Here's **** in Your Eye



Grab the guy cowering in one of the stalls then drag him into the next one to execute a Special Interrogation. While he won't have much useful info to offer, you get another surprise if you manage to break him.

Back out in the hallway, your partner is to the right and another gun-wielding thug is to the left. Cap the guy on the left then speak to your boy.



Proceeding carefully into the next room, turn immediately to the left and use Fine Aim mode to blast the guy you spot across the room. After that, grab the cowering, skull-emblazoned guy.

Special Interrogation: Vitamin Chrome



Position this guy on the skull splash and execute a Special Interrogation. After getting what you need from him you can destroy him, quick kill him or use him as a shield. We recommend the first option.



After you've had your fun, follow your pal down the next hallway and you soon spy some crates. To the right of these crates is a guy with a shotgun. There's also another thug behind the crates, so think fast and nail them both. Now continue down the hall to kill two more baddies (sadly, for them) without cover.

Speak to your *aide-de-camp* once more, then head into the next room and *run* to the right for the next doorway while bullets whiz by.



After getting through, you need to blast two guys really quick: One is right in front of you and another is crouched down and hiding just a bit farther back.



Next, take cover behind the wall, then arm your pistols (or the most accurate weapon you have) and go to Fine Aim mode. Slip out to the right and nail the guy across the room.

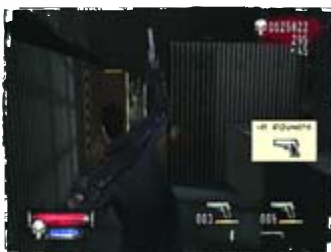
A guy who was hiding behind a table makes a break for it, so chase and blast him before he can take cover.



Move to the next section of wall as you round the bend and, once more, repeat using Fine Aim mode to nail the guy crouching behind a crate. Then turn to the left really quickly and quick kill the guy lurking there (or do it vice versa).



Before plunging onward, switch to Fine Aim mode once more and take aim at the sniper up on the catwalk across the room to drop that nuisance.



Now race down the next makeshift corridor and quick kill or blast the guy hiding behind the first pillar you run into, then swing around and blast the guy who tries to get around The Punisher™.



Now position yourself behind the small section of wall where you can hide. From there, enter Fine Aim mode and prepare to take out the next two guys waiting dead ahead; one is using a wall and the other a pillar, for cover.



This is fun: Race toward the forklift and hit the Use button to activate it, then step back and hide behind the giant wheel. From there, nail the guy with the shotgun on floor level, then watch as the forklift works its magic on the rather poorly maintained catwalk across the room.



With that thug taken down, head around the corner and position The Punisher™ behind the first pillar. From here, you can carefully pop out and pick off enemies as they show their ugly faces, then retreat behind the pillar for cover.

The chop shop



After everyone's dead, head across the room, up the stairs, and into the office. If you didn't take out the guys sniping you, do so now, then wait for your pal to catch up. Speak to him.



Note

Your accomplice will not join you till everyone you passed is dead or dismembered.

Head down the first part of the hall, then, as it enters a straightaway, switch to Fine Aim mode and blast the guy way down the hall. After he kicks the bucket, a friend of his pops out from the left—do him the same courtesy.



If you obtained the code from the guy in the chroming room, you can head behind the desk and enter the armory for all sorts of goodies.



Follow your partner down the next hallway and speak to him. After that, double back and head through the doorway leading to the ladies' room.



Tip

Arm your most accurate weapon before entering the ladies' room.



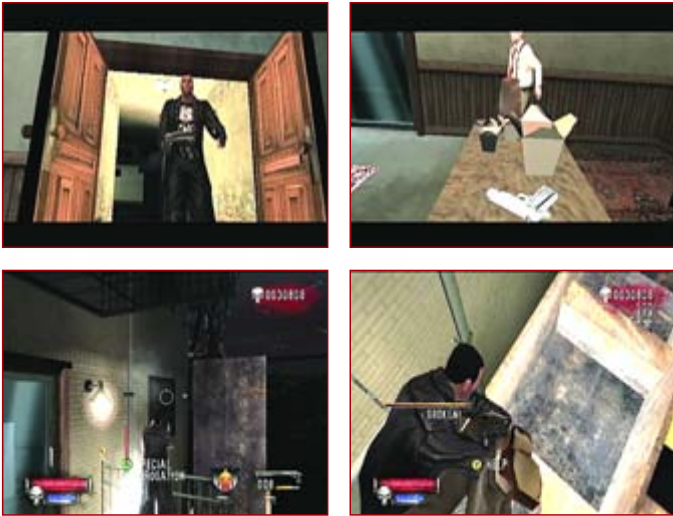
Inside is a woman who runs off screaming. Chase her into the next room; she is taken hostage. Enter Fine Aim Mode and open the door: From the doorway, cap the guy who's holding her, then do the same to his two friends. Now run in and quick kill the guy behind the column to the right. Also make sure to speak to the ex-hostage.



Continue around a well-lit corner, then prepare for a gunfight around the next bend. Using the first corner for cover as much as possible, pop out and execute as many foes as you can. After that, run into the room and clean up the rest of the trash (five bad guys in all). Now, go through the double doors...

Section 3

Special Interrogation: Depressed



After watching the cinematic, grab Carlo and execute a Special Interrogation. After he spills his copious guts choose if it's best to make sure he doesn't tell them you're coming.

Section 4



Descend the nearby ladder and move out into the scrap yard. Around the first bend there is a shotgun-toting thug walking toward The Punisher™.

Taking cover behind the first scrapped car, you should be able to kill two more thugs before heading toward the next bend.



Before proceeding around the bend, enter Fine Aim mode and set your sights on the catwalk—to the left is a thug waiting for you to pop out. Pop him first, then get his two friends (the second is behind the car at the far side).



Head to the left. Spot a guy with a shotgun hiding behind a telephone pole. If you're quick, you can run in and quick kill him for some extra Slaughter Meter juice.



Now race around the bend and make for the piping on the left. Crouch there, and take aim at the barrels to the right. Fire a few rounds into them and, boom, there are two more dead thugs. Make sure you get the third if he doesn't get caught in the blast.

The chop shop



Head around the next bend, past the dumpster and you see a thug making a run for it. If you're really fast, you can tag him before he gets out of range (even with the shotgun).

Just around the bend to the left waits another thug, so just race in and quick kill him, then head around the bend to the left (backtracking) to find another thug.



Now turn around and head into a fairly open area and you spot another garage. Reload and then head in and past the left side of the forklift. A thug should pop out directly in front of you; another hides directly to the left.



After you toast those two, take up a position behind the first barrier (the one from which the first thug popped out), and blast the thugs you spot popping out. (There are three, including the guy in the office above.)



Head up and through the office then down the steps. You overhear some thugs talking, so head around to the right and climb the ladder. See the crane controls? I think you know what to do next.



With two thugs crushed into so much bone meal, drop down and execute the third, then make a dash for the interior of the orange container where you find a thug waiting. Drill him, then dash into through the doorway directly across to waste three more. Now head back into the yard to clean up the other five bad guys, including the one on the roof.

Now that all the thugs are fertilizing the earth, head over to your car and press Use to complete the level.



	<p>Punisher™: Trivia Journal</p> <p>Q: What Marvel Comics superstar did the Punisher™ debut against?</p> <p>A: Spider-Man™</p>
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Lucky's Bar

Not So Lucky



Section 1



As the level starts, move to the back of the bar and the shotgun conveniently lying on the ground. From here, it's pretty straightforward—grab the nearest thug. From there, simply advance around the outer part of the bar making cadavers as you go. After you've done that, proceed to the inner sanctum for your first boss fight.

BOSS

Bobby Gucci



The only way to hurt Bobby is to shoot him in the head, so forget about just standing there and blasting away. Your best bet is to take up a position to the left or right, behind the wall, and to enter into Fine Aim mode. From here, use the pistols (lying about the bar) to simply follow Bobby's head around with your crosshairs, squeezing off a few rounds each time he stops moving for a moment. If you position yourself as depicted, you probably won't even get hit. Just keep pounding away and he'll be pushing up daisies in no time.



Punisher™: Trivia Journal

Q: What is The Punisher™'s real name?

A: Frank Castle

Central Zoo

Bushwacked!



Proceed through the nearby doorways, following your just-released prey, and the other thugs drop their weapons and raise their arms. If you don't have his help, have your guns ready because you'll be walking into a hail of gunfire.



Tip

Make sure to grab the grenades sitting behind the first counter you pass regardless of whether you're taking it easy or running and gunning.

Section 1

Head straight ahead from the starting position and gun down the gent walking out on the *right*. Grab the other fellow but don't kill him!



As soon as you round the corner past the food service area, you're attacked no matter how your date with the wood chipper outside went.

Special Interrogation: Shedding Tears



Maneuver your shield over to the Skull splash and prepare to feed him to the machine. However, if you do break him and listen to his pleas, it may be worthwhile to let him go to make your passage through the first area a bit easier—we recommend taking him up on his offer.

Using the pillars for cover, move through the tiki torch décor, using the columns for cover. Take out the trash as you head to the next doorway.



Proceeding through the door marked "EXIT," turn to the left, and enter Fine Aim mode to pick off any enemies waiting down the hall (some are hiding behind tables, so use the bar for cover).



After you get around the next corner, you are now outside with Bushwacker on the roof, taunting you from afar. Ignore him and proceed to waste his soldiers around the fountain.



Through the gates in the distance is someone with some useful info. Take out any and all resistance, then grab him and make your way back to the fountain

Special Interrogation: Fountain Head



Positioning the thug on the fountain, proceed to beat the info out of him with several swift kicks to the head. The information he imparts is of little actual value, so do what you want with him after he spills his guts (and recharges your Life Meter a bit).



Note

Head through the doorway across from the fountain to continue on to the next section.

Section 2



As you head around the bend of the first corridor, you see a door pop open—don't shoot! Instead, grab the chucklehead and maneuver him back into the men's room.

Special Interrogation: Feeling a Bit Flushed



Walk your newest acquisition over to the toilet and repeatedly dunk his noggin in the intolerably brackish water. After breaking him, release him (much like catching and releasing a fish; considering the water it came from, you definitely don't want to eat this one) so he can send his buddies on a merry chase.



Whether or not you decide to let him go, head out the other door into the bathroom and make your way to the right—if you let him do his job, the thugs should be gone; if they're not, blow away the three bullies waiting there, then turn left into the doorway at the end of the hall.



After passing through what looks like a doctor's office, you enter the next room where three more goons await. Cap them, then head out the door to the left.

Open the first door on the right. You find a conference room with a meeting already in session. Head in and break up this meeting with heavy caliber automatic weapon fire.





After the meeting has adjourned, head out into the next corridor and you might spot a guy running to the left. Blast him, then enter the offices on the right for a chat with the "employees."

Pass through one final doorway, move out into one final hall, and find the exit and another gunman. Blow him away, then head through the exit.



To the right of the bridge is a gunman. If you shoot the statue behind him, it'll topple down, crushing the miscreant beneath it.

As The Punisher™ crosses the bridge, Bushwacker makes another appearance. Ignore his taunts and continue forward.



Section 3

Special Interrogation: Feeding the Fish



As this section opens, head straight ahead and grab the thug checking out the very unfriendly piranha in the tank in front of him. You want to break him, *not* feed him to the fishes. After that, you can use him as a shield to clear the next area with minimal pain (to The Punisher™, anyway).



While ascending the next two sets of steps, you won't be accosted by anybody as long as you have your shield. As you come up on the wooden bridge, however, that protection ends.



Note

You can't actually hurt Bushwacker yet so don't bother wasting any ammo trying to kill him from a distance.

When you reach the end of the bridge, enter Fine Aim mode and prepare to cap one thug, or sometimes two, waiting to greet you. If the second thug doesn't pop up, he's waiting to the left, after you exit the bridge.



Descend the long flight of stone steps, enter Fine Aim mode to blow away any thugs coming toward The Punisher™, then turn to the right and pick off anybody you can from above before reaching ground level.



When you reach the bottom, head through the stone archway, and move to the right in Fine Aim mode. Carefully move up to the edge of the next opening and start picking off Gnuccis as they arrive.



After you've cleared most of the next chamber, head toward the stone steps in the distance and be sure to keep shooting. Leave one Gnucci alive, however, as there's a special treat to gain.

Special Kill: Bleedin' Heart



Utilizing the Special Kill splash, toss an unfortunate Gnucci on the altar and prepare to re-enact some of the more gruesome aspects of Aztec culture. I think he'll get the point....

Section 4



Don't waste any time heading down the corridor and into the next room—the Gnuccis won't wait long before wasting the guard!



When you speak with a grateful guard, he tells you to steer clear of the big stone arch. With that in mind, head down the next pathway and waste a few more thugs.



Shortly thereafter you run into Bushwacker again. Once more, ignore him and proceed through the small wooden gate to the left, bypassing the stone arch.



Note

As you pick your way through the next area, you'll have to kill *every* Gnucci located there to continue forward.

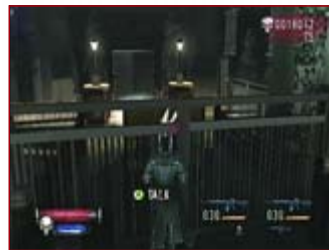


Starting with the Gnuccis located on the wall above, pick them off as you proceed through the former animal enclosure. They're on both sides of the path you exited, as well as hiding behind trees and bushes. Take your time moving forward and use the available cover to keep safe. Also, be sure to use Fine Aim as much as possible to cut down on missed shots.



Heading along the left side of the enclosure, you eventually come upon a large set of steel double doors. Head through them and go to the left, up a flight of stairs.

Special Interrogation: Hanging Out



Head out the doorway to the left and you spot a skull-marked thug. Grab him and execute the nearby Special Interrogation to get a key from him. This key will open the armory on the opposite side of the wooden pathway, just a bit to the right of where The Punisher™ stands now.



Once you've nailed all the Gnucis (or think you have) head for the security guard hiding behind the gate at the end of the wooden path (the one you got off earlier). He lets you through if you've killed all the Gnucis. Otherwise, you'll need to keep hunting till you eliminate them all.

Section 5



Head dead ahead and up toward two large double doors. You have to do some quick shooting when you're through them to save the two security guards inside. After freeing them, turn to the left to deal with another pack of Gnucis (take care that you don't hit the guards!) and make sure to grab the one with the skull over his head.

Special Interrogation: Grab the Rhino by the Horn



Drag the shield over to the Special Interrogation spot and push him up against the bars to get his blood pumping. After he spills, chose whether or not to let the rhino have its revenge.



Now go out the next doorway with the security guards in tow (they fight with you, but you have to help keep them alive). Around the first bend you come upon a quartet of loud Gnucis. Make some noise of your own then head through the next doorway.



The next area is an aviary. You must race around the tight confines, blasting Gnucis, and helping to keep the guards alive. It's tricky, so you may want to try and hang back with the guards till most of the Gnucis are dead.

Section 6



This section opens with The Punisher™ facing off against three Gnucis just beyond the first set of doors. Wax them, then head up the staircase.



Using the large aquarium tanks for cover, pop out and blast baddies as they show their ugly mugs. After the coast is clear, head down the hall.



You soon spot a ramp leading up to the left with a Skull splash on it—Grab the Gnucci just behind the first pillar (he'll be hidden), and proceed to the splash.

Special Interrogation: Let It All Hang Out



Dangling the Gnucci by his little toe, you shake the info out of him. Afterward, it might be a good idea to keep him around for shield purposes, so make your way down the opposite side of the ramp. He'll also call out his buddies from their hiding places down the ramp, making for some easy pickings.



At the ramp's bottom, you're set upon by a gang of thugs. Start shooting and don't stop till they're all dead. Be careful, though: Through the doorway to the right is another guy with some potentially pertinent info.

Special Interrogation: (F)eeling Your Pain



Grab this info-bearing thug and move him over to the eel tank. Unfortunately for him, these eels are of the electric variety. After wringing the info out of him, you may want to keep him alive. Keep him alive, though you can choose to make him sleep with the fishes.

The next area contains a huge number of fish tanks. Using them as cover, advance down the corridor to the right till you reach the turn leading left (be sure to grab the grenades that are on the left as well), killing as you go.

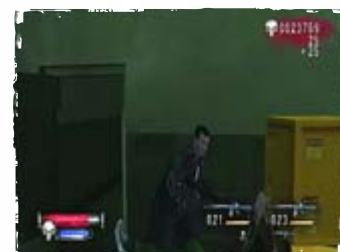
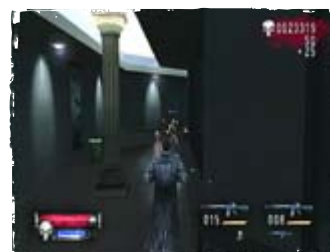


Tip

Use the shark hanging above the corridor as a way point to the area exit.



Use the map sign in the middle of the hall for cover. Blast the Gnuccis while Bushwacker puts in another appearance (again, ignore him). After you've cleared a path, head after the madman.



In the next corridor, you spot Joan in a cage behind some glass. Keep pressing forward, wasting Gnuccis as you go, till you reach Bushwacker at the end.



You're given the "option" to go after him or save Joan. You're only real option is to save her, so head through the doorway ahead and up a short flight of stairs to deal with a few more baddies.

Special Interrogation: Swimming with Davy Jones



Dangling over the piranha pit, this unfortunate fellow soon gives you the info you seek. Feel free to send him swimming after you get your info. Unless you need to maximize your combo score.



Four guys are in the back left side of the next room. Use the pillar for cover or go in with all guns blazing till the thugs are all six feet under. Make sure to hit *both* switches in the room.



Caution

Gnuccis will probably keep spawning till you save Joan, so be wary of this fact while you're interrogating your latest catch.



Note

The switch that opens the cage leads to some ammo—if you don't need it, don't waste your time getting it.



Enter the doorway at the end of the platform and you find the switch to save Joan! And though Bushwacker may have gotten away this time, it won't be long before you lock horns again.



Race out into the open and hurry across the wooden bridge and up the ladder at the opposite end, then turn to the left and start wasting Gnuccis.

After stemming the initial flood, head back the other way, around the platform, till you come upon a skull-painted Gnucci. You know what to do next.



Punisher™: Trivia Journal

Q: Who was The Punisher™'s original sidekick?

A: Microchip™

Grey's Funeral Home

Dearly Departed...



Section 1

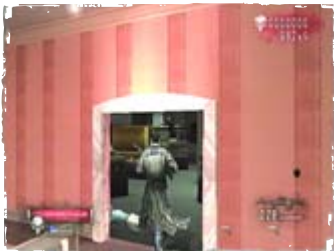


It seems the Punisher™ wants to help see Bobby off on his way to hell—and send a few hundred more of his compatriots with him. Press Fire to lay waste to the gathered mourners.



Tip

To rack up maximum points, you can quick kill huge numbers of the mourners to get some serious combo multiplier bonuses.



After the assembled throng is decimated, head through the doorway along the wall to enter the coffin showroom. From here, duck immediately to the right and head out the next set of doors.



Waste the two guys as the elevator doors pop open, then turn around and head back into the showroom and take up a position behind a coffin. From here, move cautiously around the room, from casket to casket, wasting the myriad thugs out for the Punisher™'s blood. Be sure to keep a wary eye on the door leading to the elevator because, before long, even more thugs will pour out.

Special Kill: The Right Place at the Wrong Time



Note the orange Skull splashes scattered about the showroom. Feel free to grab any unwitting thugs and execute a Special Kill on these spots to send them on their merry way. Hey, at least it's the right place for this sort of thing.

GREY'S FUNERAL home

Special Interrogation: Wham!



Before long, this skull-emblazoned thug saunters into the room. Grab him and maneuver him over to the white Skull splash to conduct a Special Interrogation. After cracking his skull for a bit, he spills the beans; then you can give him one last crunch to turn out the light—permanently.



Now it's time to head back toward the elevator. Instead of getting in it, take a position outside the doorway on the right and enter Fine Aim mode to nail the two immediate gunmen. (One is behind the island; the other is to the right behind the wall.)



Now that those two are toast, head to the right and blast a third thug blocking the stairs to the basement. Wax him, then head for the door leading down.

Through the first set of doors you come upon a band of thugs. You have two options: Stay by the door using Fine Aim to pick them off from a distance or run and gun your way toward the doorway in the back left corner.



Now you're in a small corridor with another set of double doors. Gently push them open (don't kick!) and you hear a conversation going on in the right rear corner. Go into Fine Aim mode and try to pick off a few baddies from the doorway. However, watch for enemies also coming from the left.



When you can't reach anyone else, head to the right, firing as you go to nail anyone else lurking around the corpse lying on the table.

Using the column near the table for cover, take Fine Aim shots at the thugs in the next room down the steps. From here, you can safely attack and avoid most incoming bullets. Also mind the fellow with the skull over his head.



Special Interrogation: Flame On!



Maneuvering the thug over to the Special Interrogation point, the Punisher™ places him into the crematorium. Manipulate the dial to elicit the desired response. Careful, though, too much heat and you get roast thug.

THE PUNISHER™ | PRIMA OFFICIAL GAME GUIDE



After extracting the required info, turn around and head to the door in the right corner. On the other side are two gunmen, so head in with your guns blazing to take them down.

In the back corner you find a switch (if you broke the previous thug): Hit it to enter a room stocked full of coke and attach a bomb by hitting the Use button. After that, make a break for the outer room or it'll be lights out for The Punisher™.



As you approach the door leading back to the oven, you overhear some thugs speaking. Head through the door and, if you're so inclined, grab the first thug for a shield, then prepare to fight your way out of the basement the same way you came in. The firefights will be pretty furious, so use the doorways for cover and lots of Fine Aim mode to turn the tide in The Punisher™'s favor.

Section 2

You find a very grateful funeral home owner. Ignore him and head out to the right, past the dining room table, and into the corridor heading right.



You soon come upon another doorway with a stairway leading up to the right. Before heading through the door, make sure you're fully loaded, then make a mad dash up the stairs. A thug tosses a grenade over your head. Grab him and/or quick kill him. From there, move around the landing to the doorway on the far end.



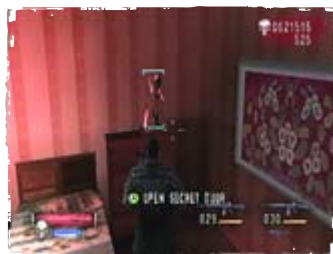
At the doorway, enter Fine Aim mode and start popping off any Gnuccis within easy reach. From there, head to the right and then head around the corner, blasting baddies as you go.



The next doorway leads into a bedroom containing a Gnucci holding a hostage. Enter Fine Aim mode to take his head off at the shoulders then speak to the victim.



GREY'S FUNERAL home



Now, head through the nearest doorway, back into the hallway, and through the first door you see. In the corner is a "hidden" switch. Flip it then proceed up the stairs.



Through the next doorway is a thug with some pertinent info. Grab him (don't shoot him!) and break him with an Interrogation. Afterward, release him and watch as he runs into the next room (be careful—do not be in full view when he opens the doors), then hit the Use button to detonate him and his friends when he gets to the middle of them.



After the bomb goes off, race into the room, duck to the left, and make for the nearest doorway, guns at the ready. After you open the door, continue forward, shooting as you go. The only thing to be careful of as you work your way through this hallway is not hitting the thug with the skull over his head.

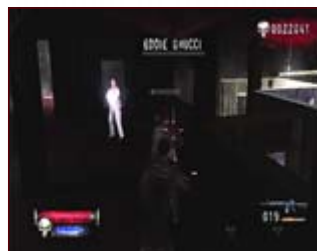
Special Interrogation: Agony in E Minor



After you clear out the hallway and the preceding room, grab the skull-emblazoned thug and proceed over to the grand piano to make a little music. Unfortunately, the piano's going to be really out of tune after you get done with your composition, but The Punisher™ isn't exactly Mozart.

BSS

Eddie Gnucci



Killing Eddie is only a bit more complicated than whacking his brother, mainly because you have to chase him around the attic while pumping his soon-to-be-prone form full of lead. Work your way around to the rear corner directly to the right of where The Punisher™ enters the area. Just follow the open doorways and you'll get there before long. From there, it's just a simple matter of chasing Eddie around and shooting him till he drops. By and large, he simply stands there and takes the pain, though he will shoot back, so watch your health meter. If you get low on health enter Slaughter Mode to replenish and fill Eddie full of knives.



Caution

The attic spawns Gnucci thugs as you chase Eddie around, so be wary of them while pumping Eddie full of lead. However, the spawning thugs provide extra weapons, ammo, and health if interrogated to the breaking point.



Punisher™: Trivia Journal

Q: Which Punisher™ writer's work is this game most closely based on?

A: Garth Ennis's.

The Gnucci Estate

Your Momma Is So Evil...



Section 1



As the level opens, The Punisher™ is on the edge of the Gnucci estate grounds. Head up the short set of stairs on the left and toward the small structure. Eavesdrop on the conversation you hear.

After the Gnuccis' conversation ends, head in toward the well, then wait for the Gnucci to walk past the opening on the right—when he does, grab him from behind!



Special Interrogation: All is (Not) Well



Drag the thug to the well and execute a Special Interrogation. Do your best to break this Gnucci because it'll make life a lot easier. After he's broken, spare his miserable life and release him.



If you broke the thug, he'll go and lure his buddies away from the entrance to the estate. As soon as the three thugs run by, head out of the well enclosure and head to the right and up the steps.



You pass a fountain on your left, then you spot some illumination behind a few sets of French doors. Follow them as they lead off to the right; mind the patrolling Gnuccis.

The Gnucci Estate



Before long you spot a doorway lit on both sides by lanterns. Head through and you have to deal with Bushwacker...but not for long.

Section 2



After he dusts himself off, have The Punisher™ enter the wine cellar. To the left side you notice a rack of bottles you can interact with—after the Gnuccis get done talking, push it over.

Soon, another Gnucci comes through the door; be waiting for him behind the last wine rack as he goes to check out what befell his pal—quick kill him.



Push the doorway open (don't kick!). Enter Fine Aim mode and cap the two Gnuccis watching TV before they can draw their guns—the longer the fight goes on, the more likely more Gnuccis will show up.



After you clear the immediate area, fight your way down the corridor ahead. Be wary of the doors disgorging foes as you advance to the end of the hall.

Head through the doorway and keep on blasting till you finally exit the hallway into a slightly wider open area. From there, keep blasting away as Gnuccis keep pouring out into the open—watch your back!



After you've thinned the herd, head through the doorway on the left where you find an open furnace. To the right is a doorway—slide it open and grab the Gnucci cowering inside.

Special Interrogation: The Heat Is On



Take your new friend to the furnace and interrogate him. After he's broken, decide whether or not to help heat the house...

Almost directly across from the furnace room, you find this fellow locked in a cage. Chat with him, then proceed out and to the left and turn the painting.



Head through the secret passage till you come upon the first doorway, then move through till you reach the next door. From here, prepare to shoot a lot of people.



In the next room is a gambling parlor loaded with Gnuccis. For starters, take up position just inside the door, using the wall for cover and enter Fine Aim to start blasting thugs. After you get the first group, move to the right and nail the foes in the corridor. Finally, head up to the bar to take out the remaining trash.



With everyone dead, go down that corridor once more to the back corner and head through the door. Grab and interrogate the thug waiting there and break him for some interesting info. While you're there, turn off the security system, stock up on guns and ammo, and grab the key.



Now re-trace your steps back out to the main hall, working your way back to the gent in the cage. On the way you must blast a small army of Gnuccis.

Once you're back at the cage, well, do what The Punisher™ does to these types. Now he can't hurt anyone else.



With that nasty piece of business concluded, you can make your way out and to the right, following the hallway. As it opens into another room you must blast yet more Gnuccis to the left and right.

You encounter more enemies on the stairs, and a fellow who, apparently, isn't well-versed in the workings of high explosives. Can you say "boom"?



The Gnucci Estate

Section 3



After emerging from the basement, you hear two thugs talking off to the left. From the safety of the hallway, blast them both, then flip to the right to nail the Gnuccis behind the barrier.

With that bunch finished, work your way down the hall, picking off any opposition, and race through the door straight ahead into a laundry room.



In the next room over you find some ammo and other assorted items to add to your arsenal; then go out the next door to cap some more thugs from the safety of the doorway.



Afterward, return back into the hallway and move down to the right till you reach another doorway. From here, take up a good position, then push the door open and start wasting enemies from afar.

When you enter the main part of the room, you must continue blasting Gnuccis while watching for the one, skull-emblazoned, bad guy.



Special Interrogation: Marshmallows, Anyone?



If you managed to grab the guy with the skull, walk him over to the inviting fire and proceed to place him, bodily, into the flames till he comes around to The Punisher™'s way of thinking. Afterward, take him up on his generous offer and return him to shield position.



Heading out the door, you find a whole lot of Gnuccis who will rapidly put their guns down when their buddy tells them to. Move to the left, past the pack of baddies, to the end of the hall.



Tip

If you're going for a high score, feel free to take advantage of the disarmed Gnuccis.



When you open the next door, you find three thugs ringing a dining room table. Blast each one in turn (again, Fine Aim mode is the best bet). Then head to the right to deal with several Gnucis in the kitchen.

Using the pillar in the dining room for cover, you can blast most of the foes through the window, then head in to finish the rest—*minus* the one with pertinent info.



Special Interrogation: Here's Knives in Your Eyes



Maneuver your latest acquisition over to the island, and start giving those knives a good shake. Be extra careful on this one because he has something of great value to tell The Punisher™. Slow, rhythmic, rotation of the analog stick works best.



Head into the pantry from here and go through the secret door and down the stairs to find a clutch of flashbang grenades.



In the next room (another dining room), you find still more trouble. Hiding in the doorway and using Fine Aim remedies this problem, however. Afterward, head out the opposite door and down the hall.

Section 4



As this Section opens, advance through the double doors and around the corner to the right. One Gnucis is bearing down on The Punisher™ and another is barricaded behind a table.

Through another set of double doors is another Gnucis lurking behind an overturned table. Execute him with Fine Aim and then head around the bend to the left.



Through the next set of double doors, use Fine Aim mode and the doorway for cover as you blow away Gnucis after Gnucis as they step into view. When they stop coming, you must head out and use the pillars and bar for cover as you eliminate the rest. Be sure not to kill the gent hiding on the bowling alley with a skull over his head.

The Gnucci Estate



After interrogating this particular thug (sorry, no Special for him), move over to the corner and flip the lamp so that it exposes a secret room. Inside you discover something of great value.



Caution

This particular thug holds valuable info, so be careful while interrogating him and don't accidentally kill him!



After the Interrogation, head through the next set of double doors, and follow the hall as it twists and turns till you reach a fork, with a Gnucci apiece to the left and right. Blast them both, then unlock the door down the left fork to find two Gnuccis and an armory!



Plug both of the thugs, then load up with whatever goodies you prefer: collect guns, ammo, and grenades as you enjoy the "Candy Land™" of doom. When you're fully equipped, the real trouble starts.



After exiting the armory, the archway to the left (and around the corner to the right) empties into a grand staircase—flooding rapidly with Gnuccis. Your best bet is to take up position at either archway and use Fine Aim to blast them as they come. However, be wary of them sneaking up behind The Punisher™. Alternatively, you can also use Slaughter Mode to mow down many of them, but unless you've been buying extensions in the Upgrade menu, it will *not* eliminate all of them.

After the flood of Gnuccis stops, you must nail the ones on the balcony down the left fork. Simply sneak out and point your gun up to take them out, then go up the stairs and to the left, through the doorway.



Tip

Be sure to reload before heading through the doorway to the left—there's a second armory straight ahead.



After passing through the doorway, hang a quick right and then a left into the first doorway. Continue through the bedroom to the next room, then start blasting as you come upon a Gnucci waiting in ambush.

Just out the door are thugs coming at The Punisher™ from either side. Blast the pair to the right, then use the busts lining the wall to the right to blast the Gnuccis down the hall.



Proceed down the bust-lined hallway, turn left at the next intersection, and head around the end to wax some more thugs. You reach a dead end where you must turn around and head back around the corner and down the hall, blasting as you go.



Tip

When you reach the dead end, you can nail a bunch of Gnuccis through the windows to thin the pack a bit.



At the end of the hall, you find a doorway. Inside are some thugs, one of which has some valuable info that you can extract with some help.

Special Interrogation: Getting the Point



Using the nearby Skull splash, conduct a Special Interrogation on the Gnucci with the Skull. After he spills his guts, you can spill them some more—in the literal sense.



At this point you're poised to enter the library: Be sure you've completely reloaded and are as fully armed as possible before stepping through (you may want to backtrack to one of the armories). Make sure you have a generous supply of Flashbang Grenades as well. When you're ready, proceed through to face...

Section 5

BOSS

Bushwacker



Dealing with Bushwacker can be fairly simple if you follow some basic steps:

1. Shoot him in the head to destroy his glasses.
2. Toss flashbangs at him to disorient him.
3. Shoot him, repeatedly, in the face with the biggest/best gun you have.
4. Repeat steps 2-4 till you run out of flashbangs.

That being said, you must also deal with various Gnucci thugs running about, but they're more nuisance than threat and can be helpful if your health dips (interrogate them to boost your Health Meter). The biggest problem comes when you whittle Bushwacker down to 1/3 health: At this point he starts firing highly destructive rockets *unless* you're very close to him, so don't let him put too much room between himself and The Punisher™. If he does manage to start hurling rockets, you're going to have to very carefully use the pillars to pick your way toward him.

The Gnucci Estate

Section 6



With Bushwacker out of the way, it's now time to pay a visit to Ma Gnucci. For starters, head toward the double doors and, as you approach, a thug comes through. Blast him and head inside to cap the thug just to the right as well.

The thug to the left covers in the bathroom but he has some useful info, so wring it out of him via Interrogation, then head over to the clock.



After you enter the secret passage, take aim at the sprinklers and shoot them to put out the fire in the way. From there, head to the rear right and turn off the security doors.







Back into the bedroom, head through the next doorway, and turn to the right—take out the sprinklers leading down the hall, advancing as the fire recedes.




Around the bend to the left is a pair of double doors. Inside, you have to deal with your first heavily-armored foe, so aim for his head. The regular Gnuccis die really easy, however.

BOSS

Ma Gnucci

And, finally, we find Ma Gnucci cowering in the corner. Walk over, grab her, and execute the Special Kill splash on the ground to finally nip this lineage in the proverbial bud.



Punisher™: Trivia Journal

Q: Who plays the voice of The Punisher™ in the game as well as in the motion picture?

A: Thomas Jane

Pier 74

The Pier



Section 1



As the level opens, have The Punisher™ move down the "boardwalk" till you spot the kiosk. To the left of it are two Russians. Enter Fine Aim to cap both.

Once they're down, continue forward till you spot the yellow containers. Entering Fine Aim mode once more, take down as many enemies as possible from afar, then use the containers for cover to get all but the one bearing some info.



Special Interrogation: Bottoms Up



Haul your fresh catch over to the railing and start dangling his hide over the open sea. After breaking him, feel free to decide if you want to dunk him in the ocean.



If you broke him, head over to the right corner to kick the dumpster aside to claim a clutch of grenades. After that, head through the nearby double doors.

As you run along, another Russian rushes toward The Punisher™ but he'll meet a premature end. From there, turn right and wax the two thugs down the alley.



Tip

After that fellow takes a long walk off a short pier, turn directly right to spot a large set of double doors. Just beyond them lays a nice collection of flesh-spattering weaponry.



On the left you spy a doorway. Prepare for trouble, then kick the door in and start shooting. Mind the skull-emblazoned thug on the right, however.

Special Interrogation: Walking on Broken Glass (on His Face)



Working this thug over nets you some valuable info on a certain female spy who goes by the initials BW.



Continue forward; you spot some soldiers pouring out of a nearby building. Lob grenades at them till they're all in pieces, then move on to the building itself, lobbing grenades inside to clear out the trash.



Continuing down the boardwalk, you find a thug hiding off to the right, waiting in ambush. Blast him, then run forward and hide behind the crate just ahead. From here, take out the onrushing Russians, and enter Fine Aim mode to nail the first (of two) snipers on the roof.



Continue on and into the kitchen. You have to deal with yet more Russians, one of whom has a skull over his head.



After you've cleared out that bunch, head off to the right and around a dumpster to find a corpse and a grenade launcher. Pick that up and head back around to pick off the other sniper.

Special Interrogation: Knife Rack: Take 2



Once more you find a knife rack with which to torment your victim.



Exiting through the opposite door, you enter a hall with two doors—the one on the right leads to a room containing three Russians, one of whom is holding the *Black Widow*™. Blast the two guys flanking her, and she does the rest.

The Black Widow™



The Black Widow™ aids The Punisher™ as he moves through the Pier level. She takes initiative and eliminates lots of enemies if you let her, while simultaneously admonishing The Punisher™ on the finer points of, well, everything. However, she doesn't do all the work for you even if you attempt to let her, so let her cover The Punisher™'s back in heavy firefights, but don't use her as a crutch.

Section 2



With the Widow™ in tow, head out the nearby double doors and deal with the first three thugs (hiding behind various objects). The Widow™ also does her thing and expedites the process.



After the foes are dead, head over to the dumpster and kick it to send it trundling down the ramp toward a gang of Russians. Enter Fine Aim mode and start blasting them as you descend to the bottom.



At the bottom, you spot a doorway: Lead the way inside and either make a dash for the left or enter Fine Aim mode from the doorway and start plugging Yakuza and Russian gangsters. Watch for the one Yakuza with a skull over his head.

Special Interrogation: Bite the Curb



After a few swift kicks to the head, this Yakuza will probably be a lot more forthcoming with info than he otherwise would. Afterward, decide if he gets his daily allowance of nine vitamins and minerals (primarily cement). With that, speak to the Widow™, then head over to the next door.



Move down the wooden walkway, crouching all the way. Before long, two Russians appear at the opposite end. Hose them down with lead, then head around the bend.



As soon as you open the next door (after eavesdropping) blast the two Russians standing dead ahead, then grab the very large machine gun one of them was carrying—this will make the next few sequences much easier. Pump the fleeing motorboat full of machine gun rounds for some bonus points.



At the other end, you spot another Russian—blast him, then head down the stairs to nail three more coming through the door below.



Now you need to ascend the stairs to the right. At this point, the Widow™ takes off for a spell, so you're on your own.



Head through that door, run up to the crate just ahead, and then pop out and kill the Russians in the room. Quick kills might be an interesting idea here.



Down the ramp to the right is a Russian with valuable info. Chase him out onto the dock to the right and corner him before he can get away.

Special Interrogation: A Shark's Best Chum



This is not the way anyone wants to go, but when you mess with The Punisher™ you get the bull by the horns.



Return to the previous room and go up the ramp. Head around the bend and through the door to the right. As The Punisher™ moves forward, the Widow™ saves him from an ambush.

Head down the gap in containers to the left, Widow™ in tow, to face down a quintet of Russians. The Widow™ is probably good for one or two of them.



Continue on to the large garage door and enter the code you obtained from your chum, then pass through and inside, moving to the right.



As you come around the corner you find a handful of Russians busily executing some poor guy. At this point, Slaughter Mode might be a good idea. Otherwise, enter Fine Aim and pick them off, one by one.





With that bunch wasted, head around the bend to find three more thugs, two of whom you must take out (they're blocking the control panel). With them out of the way, turn on the nearby prop and grab the thug cowering on the floor.

Special Interrogation: A Little off the Top



When you gently place the thug's face in the way of the blade, he'll probably think really hard about coughing up some juicy info. This one's a bit tricky, but the weaker he gets, the simpler it is to break him.



Now, open up the cabinet to grab the weapons, then speak to the Widow™ before she separates from The Punisher™ once more.

Section 3



As the section opens, rush over to the crate to the left. From there, blast the pair of thugs walking from the right. You also spot another guy running through a doorway to the left. Follow him.



On the other side, you can pick up the big gun directly ahead or make for the left side to get a grenade launcher. Either way, you have to move forward, waxing Russians as you go. At the opposite end, head through the large gate and to the base of the ramp leading up.

From below, use a weapon that isn't the launcher to nail the Russians (except the one with the skull), then head up the ramp to have a chat.



Special Interrogation: Russian Dunking



After he says what he needs to say, drop this Russian in the drink, then go through the doorway to the right to take out another squad of thugs filling the room.



Once you reach the crane's cab, head inside and hit Use to activate it. Pressing up and down, bring it crashing down on the Russian freighter moored nearby. A few hits later and it sinks to the bottom of the harbor.



After that bunch is dead, go out the smaller doorway and onto a catwalk, of sorts. Head down the catwalk till you reach the ladder and climb into the crane.



Backtrack to the last Special Interrogation spot and head directly across to the now-open garage door, then proceed left to deal with a small crew of Russians.



Now, heading back outside, slide down the nearby ladder and into a yard full of containers and a captive—once more, it's Widow™. Make your way toward the hostage-taker and, when you get close enough, Widow™ tosses him aside. From there, you must work around the yard destroying all in sight *except* the one fellow with a skull over his head.

Special Interrogation: Say Hello to Jack



Grab the unfortunate soul who holds some pertinent info, then place him beneath the truck jack.

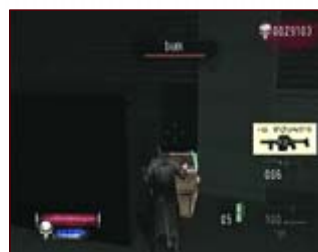
Now head to the rear of the area and hit the switch to open the garage door. Proceed inside for some real trouble.



Section 4

BSS

Tank



Dealing with the tank may seem daunting, but it's really not much to get worked up over. As soon as the cinematic sequence ends (ouch for the poor Widow™), rush to the right to the crate with a grenade launcher and grenades. From there, take a position behind the containers just to the left of the crate. Start lobbing grenades at the tank from across the massive room till you're empty. Once you are out, head back and get some more grenades, then repeat. If the crates near The Punisher™ are destroyed, move behind another set. Before long the tank will be toast.

Punisher™: Trivia Journal

Q: Of what element did The Punisher™ once have an acute phobia?

A: Water.

Igor Baltiysky

(Not) Going Down with the Ship



Section 1

The Punisher™ climbs aboard a ship and finds a trio of Russian sailors chattering about their digestive problems.



After listening to about as much as you can stomach, get in there and mow those three down. Before long, though, several more sailors come from the front of the ship to menace The Punisher™, including one skull-emblazoned fellow.



Caution

Keep a wary eye out for snipers up on the balcony overlooking the rear deck. Make sure you get these guys before proceeding to the Interrogation.

Special Interrogation: Dis-Armed



Drag this poor soul over to the hook. Gently nudge the lever up and down till he spills his guts. He's not going to be much use to you afterward: if you let him live he might slow you down, so if you don't need the points...



Proceed through the doorway located at the center of the deck, then descend the staircase immediately to the right.

When you enter the next room, you hear another group of Russians chatting about what they'd rather be doing. Enter Fine Aim mode and show them you couldn't be much happier than doing what you're doing.





After wasting that trio, head to the back of the room and find a doorway leading right. Go inside; you're in a room full of shelves. Maneuver through it till you spot another doorway leading out.



At the bottom, nudge open the door and nail any Russians who pop into view. See the skull-emblazoned enemy lurking about?



Just through that door are more Russians in a machine shop. Take out whomever you can from your position at the door, then go in to grab the skull-emblazoned fellow.

Special Interrogation: De-faced



Run into the room and grab the nearby sailor. Drag him over to the large gear (of sorts) and proceed to rub him the wrong way.

Special Interrogation: Feeling a Little Buzzed



Slap your newfound "friend" on the table with the handy buzz saw protruding from it and proceed to break him to learn something that could be useful (be sure to open up the tool locker if you break him).

Now head out the nearby doorway and descend the next two ladders leading down into the bowels of the ship.



Just to the left of the Special Interrogation splash is a place to put your first bomb. Attach it, then head up the stairwell to the right.



You have to clear a path through some guards ahead (while also keeping an eye to your left) and head out of that room and into the next hallway.



Soon The Punisher™ is in another engine room area. Proceed around the catwalk as it hugs the wall to the left, and keep an eye on the control room to the right (you'll see the window and a guard inside).

Head into the control room and whack the guard not doing a particularly good job at guarding, then place the second bomb on the ship's delicacies you find there.



Head back out. Make your way around the edge of the catwalk again, then down the stairwell to the left—mind the guards milling about down there!



Just beyond the bottom of the stairs is another doorway. After eliminating any nearby trouble, head through the doorway, down a small flight of stairs, and through another door.

Section 2



Head through the door just ahead, and immediately turn right to find a guard and a placard. (For any of the sequences that take place in the ship's crew quarters, follow the placards to the next stairwell to proceed.) The only other goal here is to stay alive—guards relentlessly pop out of their quarters to menace your path through their turf. For this particular floor, the quickest way out is to turn left and head straight down the hall till you reach a steam-enshrouded area. From there, turn right to find the exit. Along the way, though, watch your front, back, and sides for guards exploding from their rooms.

After exiting that first set of rooms, turn left and head up the first stairwell you spot and go through the next doorway dead ahead.



At the top of the stairs, head through the doorway marked with a sign labeled "A5". Once again, get through a set of crew quarters. This time, head around the first bend to the right, then travel a straight shot left all the way down the hall.



At the end of that hall, you spot another placard: turn right, then right again when that hall comes to an end. From there, head straight down till you spot more steam.

Here, make the first left and continue down that hall and out the door to exit the second set of crew quarters. You spot a stairwell leading up—take it.



Section 3



Now you're in the central cargo hold of the ship. You also discover that the Russians are into a bit more than just smuggling...



From your current vantage point above your enemies, enter Fine Aim mode and blast the two guards directly below. Now head right and down the catwalk to the first stairwell leading down.



Take the stairs all the way down, then exit the first door you spot. Immediately to your left, just beyond some containers, are several guards. If you're careful and quiet, you can enter Fine Aim mode and get them before they know where you are.



Sweep about the floor getting any Russians who managed to escape your first strike, then grab the sole gent with a skull over his head.



As you drag him over to the forklift (uh-oh), you spot a large container. Be sure to speak to the poor woman trapped inside before heading over to the Special Interrogation splash.

Special Interrogation: Put a Fork (Or Two) in Him



This guy has news you can use, so place him strategically in front of the forklift's front tires, then proceed to "massage" the required info from his soon-to-be broken and battered form.

Next, just swing the camera to the right and you spot a doorway. Head through it and take the stairs all the way up to the top deck once more.



At the top, move through the doorway to the right and back onto the catwalk. If there are guards there (depending on how many you killed below), enter Fine Aim mode and use the container on the left for cover.



With the guards now out of the way, head through the first doorway on The Punisher™'s right and make for the doorway marked "B4" into another set of crew's quarters.



Moving straight ahead, turn down the second hallway on your left to take out a steady stream of guards popping out from doorways and hallways. Take this slow, as it can get quite congested with bullets.



Continue pressing forward till you reach the far wall (it'll have a stairway sign on it), then turn left and head down the stairs, where you'll spot a skull-emblazoned bad guy. Grab him!



After breaking him in a standard Interrogation, he leads you to a handy tool: a flamethrower. However, he may also make the grave error of trying to use it on you.



Caution

While the flamethrower is *highly* destructive, it also has the nasty potential to backfire on its user when flaming enemies run back into The Punisher™, so be very, very careful.



Heading back into the hall, follow it as it turns to the right. You're led, before long, into a pair of soldiers—one behind a barrier. Blast them, then continue around to the left.



Around the next bend, naturally, there are more soldiers and a sign denoting a stairwell in the not-too-distant future.



This next sequence is another crew's quarters operation but navigating it is very simple: just follow the hall as it snakes to and fro, slowly turning each corner to scope out guards. Many of the enemies in this area are armored, so head shots and machine guns go a long way; however, make sure you at least have a smaller rifle on you.



When you reach the point with sparks shooting from the ceiling, check that your back is clear and switch to your smaller, more accurate, weapon. Go down the hall. Through the final doorway are the captain and a hostage. Enter Fine Aim mode and, as you enter this area, target the captain's head and start firing. He isn't much trouble, by the way. As soon as he drops you've saved the day!



Tip

If you're toting around the flamethrower at this point and/or the machine gun, it's a very good idea to swap out your weapon for at least one standard rifle (something accurate that works well in Fine Aim mode).



From here, it's pretty straightforward: Just continue down the long hall (you can clear out side passages if you wish) till you see the next stairwell sign. From there, head left down the hall to the doorway on the right.



Ascend another flight of stairs and head forward. You spot a soldier to the left. Blast him, then go through the door labeled "A3".



Note

The girl he's holding hostage does not have to survive your onslaught, but it's always a good idea to try to prevent the innocent from perishing.



Punisher™: Trivia Journal

What purpose do the 'teeth' on the Punisher™'s belt serve?

A: They're additional ammo clips.

Castle's Apartment

It's Clobbering Time



Section 1



Note

This level is short but sweet and, basically, is a re-enactment of the best scene from the recent *Punisher™* motion picture.



BOSS

The Russian



Fighting the Russian is unlike any of the other levels because of its highly scripted nature. Essentially you engage in three "fights" through The Punisher™'s apartment that are bookended by uncontrollable periods of the Russian hammering on you.



The idea is the same for each sequence: Let the Russian swing at The Punisher™ till he executes a double axe handle move (when he puts both fists together and brings them down), which he fails to connect. In order to prompt this, keep running at the Russian and then away from him till he does a double axe handle move, then run up *behind* him and steer him to the splashes on the ground.



CASTLE'S apartment



From there, you enter a Special Interrogation-style sequence where you control The Punisher™, smashing the Russian with a refrigerator door, computer monitors, and a television respectively. Each hit takes chunks off of his life bar.



All you need to do, really, is avoid getting trapped in a corner and continue to run toward and away from the Russian until he misses an attack. Then climb on his back and ride him into the splash.



And with that, the Russian is down (but not out). Your score here is based, mainly, on how quickly you can beat him. You can also use various items scattered throughout the apartment (no guns, though) to throw at him; they prompt him to do a double axe handle move.



He's not dead yet



Punisher™: Trivia Journal

Q: Who played the Russian in the recent *Punisher™* motion picture?

A: Professional wrestling superstar, Kevin Nash.

Grand Nixon Island

Welcome to the Jungle



Section 1



As the level opens, follow the path that unwinds before The Punisher™ till you reach the last tree on the left—take cover behind it.

Enter Fine Aim mode and ever-so-carefully stick your head out to get the nearby group of guards in your sights. Take out each one with a deft squeeze of the sniper rifle trigger (there is one in each tower, and one patrolling the area in front of the gate).



Now make your way toward the gate and through the doorway to the left guard post to kill three soldiers lying in wait. Gun them down, then flip the switch to open the gate.

Run across to the other guard house, nail the guard lurking there, then grab the batch of frag grenades lying on the boxes.



Heading through the gate now, you see a squad of troops approaching. You can either go into Fine Aim mode and snipe them (this is what we recommend) or charge in with your other weapon.



With that group sewn up, continue along the pathway as it crosses over a small bridge. Take cover behind the boulder to the left and gun down the soldiers coming around the bend.

Section 2



Race up the small hill to the right, minding the snipers on the roof ahead. Two of them are straight ahead, another two appear to the left at the base of the hill, and one is off to the right.



You can either go in with all guns blazing (they're not the best shots) or stand back and snipe them from afar. Either way, once they're dead, it's time to head inside.



Note

You can either take the front door or go in through the rooftop windows (just shoot them out).



Once inside, make your way through the locker room, dropping guys as they show their ugly hides, till you reach a room with several soldiers and bunk beds—blast the errant guards, then grab the skull-emblazoned soldier.

Special Interrogation: Round and Round



Grab this unlucky gent and proceed to gently press his less-than-pristine face into the very large ventilation fan overhead. Keep pressing till you break him to gain a very useful bit of info. Afterward, well, that's up to you.



Proceed through the bathroom area (watch out for baddies!), and out the opposite exit. You come upon a barrier forcing you to turn left into a room full of soldiers. Open up on them from the doorway.

After you've cleared out the immediate area, take aim at the fellow hiding up in a kind of loft. Kill him, then proceed up the ladder to collect his gun.



Heading for the opposite door, you encounter some armor-clad opposition. Take aim at their heads, when possible, to make short work of them.



As you head back out into the open, you find soldiers to both your left and right. Your best bet is to nail those on the right first, then head up the path to the left, blasting them as they come.



Using the large trees as cover, pick your way up the path, making note of the very large snake to the right. From there, slowly move from tree to tree, taking out soldiers as you go.



Tip

It's always a good idea to be in Fine Aim mode when armored soldiers are moving about because it makes scoring head shots much, much easier.

Special Kill: Tastes Like Human



If you're so inclined, make sure to double back with one soldier still around and check out the local fauna—the very large snake we mentioned just a moment ago. Feel free to toss the beast a morsel before continuing onward and upward.



As you crest the top of the hill, head to the left and pick your way past the large stone slabs. Using them as cover, move down to a tree at the very bottom where you can overhear some interesting conversation.



After the guards get done with their yammering, try to drop them using Fine Aim mode, then rush in and use the nearby jeep as cover facing the nearby garage.

GRAND NIXON ISLAND



From this position, you should be able to plug guard after guard with relative security. Then, once the initial group is out of the way, advance to the doorway and take out the guards hiding to the left.



Not long after that, a few guards come out of the double doors in the back corner of the garage just to the right of the "window." Blast them all, minus the fellow with the skull over his head.



Making your way into the back room, you find a set of explosives in the back corner as well as some extra firepower (if you broke the last guy) in a locker against the wall.



Head back outside and around the bend to the left; you find a place to stick those explosives. Mount them, then move a good ways back to avoid what's going to be a fairly large explosion.

Special Interrogation: How a-door-able



Grab the skull-emblazoned bad guy and maneuver him over to the driver's side door. Get to work squeezing him (pretty literally) for some pertinent info. After he's had enough, you may want to save him as a shield...or maybe not.

Section 3



As the third section of Grand Nixon starts, make your way to the left, moving from tree to tree to avoid the machine gun fire from up the path till you reach the tree across from a series of crates.



With Fine Aim mode, plug the soldiers who try to use the crates as cover, then move up to the next tree on the left. Continue to use that tree as cover from the machine gun.



From that last tree, make a break for the large slab of stone just up from the crates across the path. Don't shoot, just run, run, run till you're safely behind it.

From this position, once more, make a sprint for the next slab of stone up to the right. Again, don't shoot—just run till you're safe and sound.



Now, if you're very careful, from behind this last bit of stone, you can hit and kill the machine gunner. Enter Fine Aim mode and, very carefully, move out from behind the stone with the cursor always on the gunner's head. When it turns yellow, blow him away. If that doesn't work, you can make a dash up the right side of the stone and race around to grab and quick kill or perform a Special Interrogation on him (though the latter will not yield any valuable info).

Special Interrogation: Round and Round



Although there's no one in the immediate area to break for special information, if you're so inclined, grabbing the guy who was manning the gun or one of his compatriots down the path can be fun.

GRAND NIXON ISLAND



Past the machine gun, you start heading down again. Just ahead are several soldiers in positions behind large trees. Moving from cover to cover, blast the soldiers or quick kill them as they come.



Proceed into the compound and make for the left, past the jeep, and move up against the large slab of rock. From here you can pick off a number of soldiers without taking heavy fire.





As you continue down the road, you're greeted by a massive explosion as a large truck is hurled through a formerly intact gate. Before long, Nick Fury™ shows up!



Now, with the yard cleared except for the machine gunner, advance, crouching, past the crates up ahead and to the right side of the compound to a position behind a second set of boxes—also watch that you're not lingering behind the oil drums next to the first set.

Nick Fury™

Like the Black Widow™, Nick™ helps The Punisher™ out by advancing on their common enemies. He provides cover fire and, on occasion, takes the lead, gunning down incoming enemies. That being said, as with the Widow™, do not rely on Nick™ to do the level for you, as that will get you into more trouble than anything else. Your best bet is to pretend Nick™ isn't there and then be pleasantly surprised when he hauls your fat out of the fire.



Caution

If you move while the machine gunner is firing, you'll be hit. To avoid this, only crouch-walk when he's aiming at Fury™.



From here, you have a number of options: try to hit the machine gunner using Fine Aim mode (very, very tricky); rush in and quick kill (also very, very tricky); toss a grenade (if you have any); or enter Slaughter Mode and run and take him down. Any one of these should work, it just depends on how skilled you're feeling.

With that gunner out of the way, head inside the building and into the hallway. Move into the first crate-choked hall and head forward, using the crates for cover. Blast soldiers as you come across them.



Around the bend, there is still more trouble. Use the corner for cover and enter Fine Aim mode to make short work of those who want to do The Punisher™ grievous bodily harm.



Proceed once more back into the open. It might be a good idea to have a shield, at this point, to absorb some heavy incoming fire.



Using the crates ahead and to the left for cover, keep advancing on your enemies; take them out as the opportunity presents itself.

Continue forward, hugging the wall to the left and crouch-walking till you reach the fence, behind which lurks a machine gunner.



Once again, you can throw a grenade, use Slaughter Mode, or attempt to snipe him (we recommend the grenade route), then rush in to take the gunner's former position.



From there, head down the alleyway leading left till you spy some more crates and a group of soldiers holed up in the room ahead. Use Fine Aim sniping from behind the first set of crates to take them out.

Section 4



Now you're staring down a concrete hallway. From here, you can enter Fine Aim mode and nail a good portion of your enemies before heading forward.

As you enter the next room, turn right and race for the nearest pillar. From this relatively safe position, you're able to take out the bad guys.



After all the bodies have stopped twitching, go behind the nearby counter and into the back room to find a cowering soldier. Grab him.

Special Interrogation: An Electrifying Experience



Maneuver the soldier over to the wall and prepare to melt the fillings in his teeth to force him to tell you what The Punisher™ needs to know.



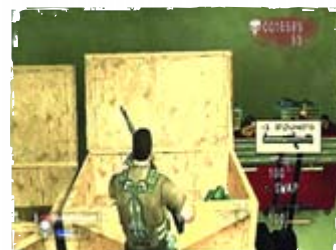
Now, head back out from behind the counter and through the opposite exit, minding any newly appearing soldiers.

Around the next bend, try to grab the first guy you see and then proceed forward, blowing away his compatriots as they come.



Using the next pillar for cover, pop out and nail the guy through the window, then make for the doorway leading off to the right.

In the back, you find an armory and all sorts of heavy-duty firepower to pick from. Once you're done shopping head back out.





Continue beyond the pillar you recently used for cover. You're likely happen upon another armored soldier. Blow him away, then take up a position at the next doorway.

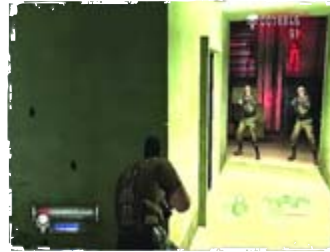


From here, you should be able to nail the vast majority of soldiers that flood the next room. You still have Nick™ for backup, so when enemies take aim at him, run in and finish them off while they're distracted.

After you've swept the room clean, head to the right to empty out the kitchen, then make for the doorway at the far end of the cafeteria.



Head right down the corridor and take up position on the first corner; you can nail soldiers with Fine Aim mode from this fairly safe location.



After you neutralize any immediate threats, continue forward and hold up before turning the next corner. Wait here and carefully pop out and nail the armored soldiers ahead.



After they're dead, continue up the stairwell ahead, blowing away soldiers as they pop their ugly mugs out. Then ascend all the way up.

Section 5



As this section starts, Fury™ leaves and it's just you and the Russians once more. Head immediately forward and for the stairwell to the right.

Grab the first guard who comes racing down the stairs, turn around, and take out the guards that were creeping up behind The Punisher™ on the first floor.



GRAND NIXON ISLAND



With those nuisances gone, head up the stairs and straight through the first door you see. Inside you find a guard immediately to the right. He's good for increasing your Slaughter Meter or Health Meter.



Heading back out and to the left, you hear an elevator door open. Start shooting as you approach; two armored guards emerge.



Enter the elevator and go up till you reach the gondola. Make sure you swap out your weapon for a sniper rifle if you're not carrying one before riding it! Make sure you swap out your weapon.



This next sequence can be tricky so follow these sniping instructions to make it through with as little pain as possible:

1. Take aim at the guard tower on the left, dead-center.
2. Activate the gondola and then immediately kill the guard in the left tower.
3. Shift all the way to the guard tower on the right to nail that guard.
4. Take aim at the gondola coming up the line from below and kill the guy on the left.
5. Take aim at the gondola coming up the line from below and kill the guy on the right.
6. Swing over to the window just to the left of the approaching gondola (on the building) and hit that guard.
7. Nail another guard in a window to the right.
8. Nudge to the left to the ground below where two guards are coming forward—waste both.
9. Two more guards should follow those first two in short order. Hit both of them, too.
10. Moving the crosshairs up and to the left, you find a guard standing on a platform slightly obscured by a rail. Take him out next.
11. Finally, swing the rifle down and to the right, back to the window you shot at earlier to hit another sniper.

BOS

The Russian



Beating the Russian this time takes two phases. For the first, you need to track him as he meanders about the catwalks above The Punisher™'s head, attempting to toss flaming barrels of oil. Your best bet here is simply to stand on the missile platform and watch him with the sniper scope as he moves about. As soon as he hoists a lit barrel over his head, blast it with the rifle and it'll cause him pain. Keep this up till he leaps down from the catwalks at just under 50% health.



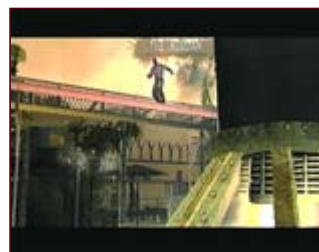
Caution

While you're dealing with the Russian's flaming barrels, watch for soldiers patrolling the lower areas—a sniper round to their heads will take them out instantly.



Tip

You can also introduce the erstwhile soldiers to a Texas-style doom by BBQ'ing them underneath the (currently) stationary rocket's exhaust.



Once the Russian reaches the ground doing his best "human torch" impression, you need to do one of two things: hit him with grenades (till you run out) or blow up the stacks of barrels scattered throughout the area as he passes by them. Your best bet is to go for the barrels so you can keep a wide gap between you and him. If you need to escape, run down the slope to the area under the missile platform because the Russian is confined to walking up and down the stairs.

Your only real worry at this point is dealing with the patrolling guards; do your best to make short work of them so the Russian can't get hold of Frank™'s neck.

BOS

General Kreigkopf



Unlike the Russian, there's nothing to taking out the General. Just head through the doorway behind the missiles flaming exhaust and keep shooting till he goes down. This guy puts up about as much of a fight as Ma did, so killing him shouldn't prove too troublesome. Afterward, make sure to hit the switch to stop the missile launch.



Punisher™: Trivia Journal

Q: Rebecca Romjin-Stamos played a part in the recent Punisher™ film. What other Marvel character has she played?

A: Mystique™ in both X-Men™ films.

Fisk Industries

The "Fat" Man Cometh



Inside might be a laggard or two. After you send them packing, make your way to the wall to find a place to hide the explosives you've brought in.

From there, turn around and move down the hall till you spot a doorway. Proceed through it and head down the steps.



Section 1

As the level begins, head up the step to the left and have a quick "chat" with the two fellows standing there. Grab one and blast the other.



As you exit the stairwell, turn right and head forward, taking out the guards as they step into The Punisher™'s path.



From there, head to the right, watching for the guard popping out from the sign on the left. Blast him and proceed down the stairs ahead.



Passing the caged-in area, hang a right and take out the guards lurking there so that they don't come back to haunt The Punisher™ later on.



As you reach the steps, the doors ahead pop open, spilling still more guards into the hall. Gun them down and proceed through the doors from which they came.



Continue forward. You come upon a stack of crates to the right and some automatic machine guns dead ahead. From this position, nail the guards across the hall.



Next, make a mad dash to where the guards were and perform a running leap at the bitter end to reach safety. There should still be one guard here with a skull over his head.



After interrogating the guard, head over and hit the nearby switch to deactivate the machine guns so that you can safely pass.

Section 2

BSS

Bullseye™ (Part 1)



Now you must battle Bullseye™ for the first time. He's a bit trickier than any of the bosses you've faced thus far, but as long as you stay on your toes, you should come out OK. The key here is to make sure you take advantage of the ammo crate in the corner when the level starts to load up on frag grenades. They'll do the most damage to Bullseye. As with most bosses, you need to hit him in the head if you find you're not having much luck with the grenades. Bullseye™ is an agile foe and he cavorts about the area with glee, taunting you all the while. You also have to be wary of the knives he constantly hurls your way, so make good use of the pillars scattered about the area to absorb those attacks.

Section 3



After exiting the elevator into the next section, move straight ahead till you spot the skull splash on the floor, then take up position behind the bit of drywall located nearby.

From this position, you should be able to neutralize all onrushing enemies—just be wary of them sneaking around the edges.



Special Interrogation: The Heat Is On



After clearing out the rest of the baddies, Grab the fellow with the skull splash and show him the business end of the burner. After you break him, he helps you deal with his comrades by telling them you're out of commission.



Now, you can proceed down the hallway till you reach a ceiling that's currently under construction. Make your way to the far end and watch as a group of guards filters into the room.

From the ceiling, you can safely take out guard after guard and make it very difficult for them to strike The Punisher™.



Special Interrogation: Nailed

After you eliminate all the hostiles, drop to the floor and grab the nearby info-bearing guard and drag him over to the wall and a waiting nail gun. Work him over and be careful—eyes work better in your head.



Special Interrogation: Shafted



At the end of the corridor, you find another hapless soul. Grab him and maneuver him down to the open, car-less, elevator shaft. Break him to derive some valuable info, then make your way through the doors to the right.



This last part is fairly straightforward: Simply move up the steps, gunning down anyone foolish enough to get in The Punisher™'s path. Before long the section comes to an end.

Section 4



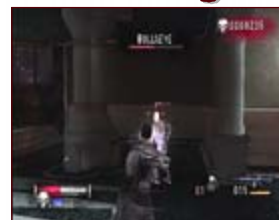
Tip

Before continuing forward, be sure to load up on fresh guns and ammo at the nearby crate.



After you chase off Bullseye™ a second time, you're in a long, fairly open, hallway. Making your way forward from pillar to pillar, nail the foes ahead.

Bullseye™ (Part 3)



This is the final battle against Bullseye™ and exactly like the others, you must arm yourself at the stash to the left of the room's main entrance. Now chase him around the area, blasting at him. Use the pillars on both sides of the room for cover and take shots whenever you can. Also, if you have a full bar, Slaughter Mode makes very short work of him.



After erasing Bullseye™, have a brief conversation with one Wilson Fisk™, a.k.a. the Kingpin™. He fills you in on some important details, then sends you packing without a fight.

Section 5



You must return to the previous room, which is now choked with Yakuza. Blow them away and then head back down the long hallway to the right.

As you journey down the long hallway, you find still more Yakuza at its opposite end. If you have a weapon with decent range, use Fine Aim mode to make short work of them from afar.



Section 6



As the elevator doors open, you have easy access to two rapid kills. From there, head out and start making your way to the left, back to retrieve your explosives.

Using the large pillars for cover as you proceed forward, be careful of the machine gunner blocking the exit to your right.



As you move forward, an elevator to the left disgorges a squad of the Kingpin™'s goons. Since it's every man for himself, blow them away as they spill out.



Keep moving forward toward the flight of stairs. The doors ahead burst open, sending out a squad of Yakuza. Blast them all before proceeding inside.



A few more of the Kingpin™'s thugs are preventing Frank™ from collecting his wares. Drop them, then get your gear and prepare to exit in style.



Now turn and go back in the opposite direction, toward the machine gunner; head to the left of the stairwell you recently descended, once again using the pillars for cover.



Using the corner directly across from the machine gunner as cover, pop out and snipe him using Fine Aim mode. After he's down, run in and place the explosives. Then watch out!



Punisher™: Trivia Journal

Q: The Kingpin™ is utterly massive—what makes up the bulk of his weight?

A: Believe it or not, the Kingpin™ is all muscle.

Pier 74 Revisited

Pier Pressure

Section 1

Returning to the pier for some unfinished Yakuza business, The Punisher™ is now back in the same warehouse where he destroyed the tank earlier.



Now head out into the yard where you find a whole lot of S.H.I.E.L.D. agents milling about, mowing down Yakuza. Hook up with them and continue on your way.



Proceed up the warehouse's left side. Keep your eyes peeled for Yakuza. There are plenty of them lurking about, so grab a shield and get to work thinning the herd.

Advance forward, following after the agents. You come across even more Yakuza, so fill them up with lead as you move farther along.



The only thing you must really be wary of while mowing down everything in sight is inadvertently blasting the one guy with a skull over his head.



After you clear the area, head through the double gates just past the orange and white trucks, and take out the troublemakers on the ramp.

Special Interrogation: A Shocking Experience

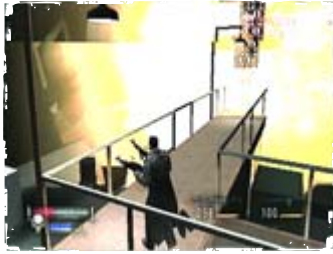


Against the wall near the garage door is a loose electrical cable with which to extract the info you require from your latest catch.



Now that they're pushing up daisies, turn to the right and open the door and proceed through to take down still more Yakuza. Use the crates and such for protection.

After emptying that room, head outside through the door opposite the one you just entered through. You spot the crane once more...just before it explodes!



With the crane now in ruins, drop down to the ground below and go over to the back left corner to find a cowering enemy. Grab him.



Special Interrogation: Hanging Out



While dangling the thug over the drink, pump him for info. You soon find out that they're holding an agent hostage. This guy is worth trading for the agent's freedom, so reel him in and head back the other way.

March him along with you. The hostage-taker pops out with the agent before long. Unfortunately, he has no intention of making a deal—*carefully* blow him away to free the hostage.



After freeing the agent, you must start blasting Yakuza as they pop out everywhere. Use the crates for cover and clean house.



As you move to the far corner, watch for heavier ordnance and take out the Yakuza lurking nearby. From there, head through the doorway in the back corner and hit the switch.

Section 2



You should recognize this area from earlier. Run straight ahead and take out the Yakuza nearby, then grab the one skull-emblazoned enemy and conduct a Special Interrogation in the same manner as earlier.

Breaking this guy and then letting him go gains you free passage, unmolested, through the next section.



Rounding the second corner, however, and the truce comes to a quick end. On the plus side, some S.H.I.E.L.D. agents show up in short order.



In the next area, with agents behind, you are accosted by a mob of armored Yakuza. Take a shield and start running and gunning as best you can. Watch out for the one Yakuza who totes a grenade launcher.





With that mess taken care of, proceed through the next doorway to find some poor soul wired with a bomb; the gent who knows how to disarm it is running into the building to the left.

Race inside. Grab him ASAP (he's hiding just to the right). Drag him outside (watch for incoming fire), then interrogate him to get the info you need.



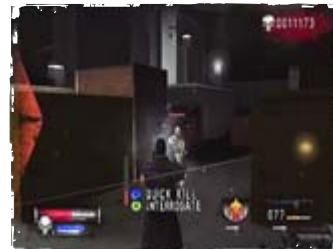
Just through the door, you run into a hostage situation. Enter Fine Aim mode and take down the two hostage-takers, then get in there and disarm those bombs (assuming you successfully learned how, earlier).

With that area cleared, proceed through the next doorway on the right where you find a Yakuza pumping somebody full of lead. Grab him and interrogate him.



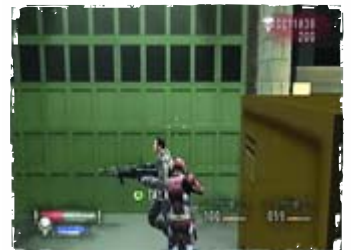
When you break him, he tells you how to disarm the bomb. Now you can disarm all such bombs from this point on.

Head back through the next door; you're likely to be attacked by a group of armored foes. Aim for their heads to take them down rapidly, then head up the stairs, shooting as you ascend.



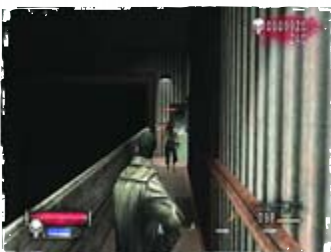
The next area is jammed full of Yakuza with heavy firepower. You must pick your way around the perimeter to the left, with agents in tow, and wade in to some heavy firefights. One of the Yakuza wields a grenade launcher, so make sure you get him before he gets you and the agents swarming about the area.

After the area is clear, speak to the S.H.I.E.L.D. agent to bring the level, and your visits to the pier, to an end.



Tip

After a left taken at the top of the stairs, The Punisher™ can take another left and follow the wooden railing to a room containing a massive amount of weapons. The room is guarded by one green commando.



Turn left at the top of the stairs and head toward the doorway on the right. Mind any Yakuza who rush out to greet you on your way through.



Punisher™: Trivia Journal

Q: What video game company made a Punisher™-based game way back in the 1990s?

A: Capcom

Meat Packing Plant

The Yakuza Meets Its Doom

Section 1



When the level starts, your objective, initially, is to find five hostages. The first one is in the next room being accosted by several thugs. Send 'em packing to free him.

Next interrogate the skull-emblazoned thug to get some info out of him. Afterward, do what you will with him.



Head through the next doorway. A second hostage is tossed through the door to the left. Round the corner and start taking down Yakuza.



Working through the next area, as you round the bend, you find the third hostage in record time. You also find more Yakuza, so take care of them in the process.

If you head to the right from the door you just entered through, a skull emblazoned Gnucci will lunge out of his hiding spot to take down some Yakuza. Interrogate him before he has a chance to fire on you as well.



After you break him you form a truce that makes this level much, much easier. From this point forward, the Gnucis will have The Punisher™'s back, provided he doesn't break the truce by hitting them.

In the next room you find a forklift and Gnucis putting the hurt on the Yakuza. You also find three doorways.



Enter the left doorway first. You're in a very large meat locker with lots of Yakuza roaming around.

After adding to the meat supply, you find another hostage in the back right corner. Once you've rescued him, it's time to go out and across the way to the other meat locker.



meat packing plant



Once more, you find plenty of Yakuza running. Blast them as you encounter them, then head to the room in back to find another hostage.



Proceeding through the next set of double doors, you find another pair of Yakuza. Blow them both away, then go through the next set of doors.



With all the hostages in tow, you can return to the main room with the forklift. One of the meat packers lowers a ladder to help you on your way.

A Yakuza is standing there. Shoot him, then turn left and head up the stairs to gain the high ground.



Above the fray, you can take out Yakuza on the catwalk or on the ground below. Whichever you do, though, gradually make your way to the room's opposite end toward the skull splash.

Section 2

As the next section opens, slide down the nearby ladder and move down the hall till you find a pair of Gnuccis taking out some trash.



Just around the corner you find two doors: The one to the right has a hostage situation so take out the Yakuza, then grab his cowering friend.



From there, head down the hallway leading left to find more Gnucci versus Yakuza action. Hopefully, you "convinced" the Gnuccis you're there in their best interests (for the moment, anyway).

Make your way down the assembly line, taking out Yakuza as you go, but be careful *not* to shoot the innocent bystander running around that area.



Special Interrogation: Life's a Grind



Dangle your hapless foe over the nearby railing; he coughs up the info. After disposing of him (sausage anyone?) head to the left wall and down the hall and out the door to get to flashbang grenade.

Section 3



Now you're on another set of catwalks. Since you're in a good spot, start blasting Yakuza both high and low.

Head down the catwalk till you reach the first door. Open it up and blow away the Yakuza waiting there for you, then check to the right for any more.



From there, head down the stairs to find a cowering foe. Grab him and proceed to nail any other Yakuza waiting at the bottom of the stairs.

Special Interrogation: Impressed



This guy has some info you need (of the weaponry sort), so insert him in the sausage press, just around the corner from the bottom of the stairs (to the right). After you've squeezed the info out of him, feel free to keep right on squeezing.

Now head back into the room full of forklifts that you just left and follow the hallway as it opens up before you. You soon find another room stuffed with Yakuza.



In the back corner is a Yakuza with some valuable info. Grab him and drag him out to the opposite corner.

Special Interrogation: Shrink Wrapped



After waxing a few more Yakuza on your way to the machine, slap this guy onto the belt and then work your magic. Do your best to break this guy as you want the info he has to offer.



Pressing onward (to the back left corner of the room) and into the next, take up a safe position behind one of the machines and waste the Yakuza as they come.

meat packing plant



After clearing the room, find the open truck in the back left corner. Head inside and, if you broke the guy with the sausage press you'll find a secret entrance to a room full of weapons!

After you've cleared the room of Yakuza, head to the double doors on the right of the open truck and easedrop on a conversation. Notice that your objective has changed to "Find the Gnucci Drug Lab." The problem is, your current allies probably aren't going to like that.



If you listen to the Gnuccis and go see their boss, you'll be attacked, en masse, almost immediately. To avoid this, simply start shooting Gnuccis the second you finish off the Yakuza.



The bathrooms also house a few malcontents. Be sure to venture inside to clean out the toilets before moving along to the drug lab.



Before long you come upon this door, which opens into an antechamber to the drug lab. There are Gnuccis inside, so be ready to rock.



The final door opens into the drug lab itself. Position yourself outside the door, then nudge it open. From here you can pretty much clear the entire room without taking any needless risks. After all the Gnuccis are dead, the level comes to a close.



At this point you're going to want to travel down the long hallway, broken up with double doors. You run into a few waves of Gnuccis as you go.



Punisher™: Trivia Journal

Q: What comic book company is responsible for The Punisher™'s comic exploits?

A: Marvel Comics

Stark Towers

A Tony Place



Section 1

As the level opens, you're on a tour of Stark Towers.



Before long, things go horribly awry, so do what The Punisher™ does best—punish misanthropes who harm the innocent.

Wait by the door at the end of the hall; grab the skull-emblazoned baddie just as he opens the door, then drag him over to the skull splash around the corner.



Special Interrogation: Laserectomy



Slamming the thug down on the table, use the laser in a most unpleasant way.

With the barbecue finished, continue through the next two unlocked doors (they have blue lights over them). Now you're past the energy barrier and near the Iron Man™ statue.



Head through the doorway on the left and then hang another quick left to find two Yakuza conspiring. Show them the business end of your boomstick, then head to the right.



In the next large hallway, you find a bunch of corpses of innocent people littering the area. Head down the hall and to the left.



Through the next doorway you find more Yakuza—the first is behind a wall, of sorts, so run around and blast him, then make sure to watch for his buddy in the next doorway. Run through the doorway, then make a left. Continue down the hallway to the next section.

Section 2



When this section opens, head through the open doorway and out onto a patio/balcony where a Yakuza guard lurks and a menacing 'copter hovers nearby. Blast the guard, then head for the ladder to the left.



Slide down the ladder. You're in a large, open, park-like area (Stark pays for some nice digs). Unfortunately, this park is full of Yakuza. Make your way around the park and clean up all the trash littering the area.

After you've made your mark, move rapidly over to another ladder in the back corner. Slide down it and watch out for incoming fire from the helicopter, then head down the hatch.



Tip

The Punisher™ can stick around to see Iron Man™ take on the helicopter.

Section 3



As you round the first bend, you find someone not paying particularly good attention to the events unfolding around him—Grab the shield and start heading down the hall.



Before you reach the next doorway, you run into a second thug. Show him the same amount of mercy he'd show you, then proceed through.



As you head through another pair of doorways, you find a fellow working on something nefarious. Grab him and make quick use of the nearby Special Kill splash.

Special Kill: Don't Play With Wires



Pushing the foolish Yakuza into the exposed circuitry is really going to ruin his day. On the plus side, it really makes The Punisher™'s day.



In this next sequence, you must fight your way down a long corridor brimming with Yakuza. The best strategy is to grab a shield and always try to have one with you as you move left from the hallway you just exited. Thugs pop up in front, behind, and at your sides, so stay alert. You may want to park at various pillars and take them out in groups before moving forward.



Tip

It's a good idea to scour the entire area before proceeding to the next step—the enemies have a nasty habit of following if you don't.



At the end of the hall, you find a large glass window and two locked doors. The only way through, though, is to blow out the window.



Inside are several more baddies. Blow away all but the one with the skull over his head, then grab him and get ready to inflict some serious pain.

Special Interrogation: Repulsed



This guy has some info that you'll probably deem valuable, so be careful as you're pressing his face into the repulsor blast. Get a little too itchy and it's bye-bye bad guy.

STARK TOWERS



If you break him, you now have access to the console to The Punisher™'s right. Pop it open to gain some ammo, then head out the door.



After that bit of unpleasantness, be sure to speak to the nearby Stark guards to arm yourself with a slightly more upscale piece of death-dealing equipment, then move down the corridor.

Section 4



You come upon a pair of Yakuza overlooking some beleaguered Stark employees. Race in and cap the Yakuza, then head left to nail some more.



This next sequence is much like the one in the long corridor, only this time you battle it out in cubicle hell. Many Yakuza infest the place, so grab a shield and stick and move your way through the office space, gunning down anyone foolish enough to bar your way.

Special Interrogation: How Engearing



As you descend the steps, you encounter another Yakuza with valuable info. Grab him and maneuver him over to the gears on the wall to interrogate him. After he dishes, you can feed him to the machine or let him go—we opt for the former.

Special Interrogation: Machine Head



Near one of the desks is a Special Interrogation point, so feel free to grab a completely guilty passerby and give him the third degree till he spills his guts, thereby upping your Health Meter.



After exiting the first set of cubicles, you're in another hallway that soon gives way to another set of cubes. Head in and repeat the previous battle tactics, then head out the next door.



Once more, you're in a large hallway. Head down and through the door on the left to find some more Yakuza. Blast the ones hiding amid the boxes.



In the next hallway are more crates scattered about, with Yakuza lurking behind them. Race in and quick kill or gun them down swiftly (or, if you prefer, use the crates for cover and take it slow).

Section 5

BOSS

Helicopter



Almost immediately, you are plunged, headfirst, into one-on-one combat with a heavily armed chopper. As soon as you hit the open field, you have several options:



1. Race to the back left corner to grab a sniper rifle to execute the helicopter's occupants. (You still have to destroy the helicopter to advance.)
2. Run straight toward the helicopter to a crate containing an rocket launcher and shells to blast the helicopter.
3. Do a combination of both techniques.

If you simply want to destroy the chopper and don't care about your score and any damage you may take, go with option 2: Grab the rocket launcher, back off, and shell the chopper till you run out of shells or it temporarily retreats. Then reload your rockets and repeat.

If you want a maximum score, things get a bit trickier. Combo as many of the thugs riding in the helicopter as possible, and watch out for the Yakuza coming from behind and above you (on the balcony high over your head). You have unlimited ammo, so running out is not an issue.

Also, be aware that you can use the trees for cover—the enemies' rockets can't penetrate them, so use them to your advantage when attempting to down the rogue bird.

The Takagi Building

Under New Management



Special Interrogation: Throat Check



After you slam the coat boy's head in the sliding door for a few moments, he probably coughs up some info. Release him and he will distract someone for you making the following sequence easier.

Section 1



As this level opens, The Punisher™ is at the lounge on the bottom floor of the Takagi building. After you tire of the Yakuza conversation, pull out your gun and mow them down.



As you edge along the right side of the bar, you see an open doorway ahead. Before long, a young woman comes running out (assuming you didn't "properly" interrogate the yakuza) shortly before being grabbed from behind. If you're in Fine Aim mode, aim your crosshair just over her right shoulder: You can take out the guy who's about to grab her in short order.



Just to the left, in the coat room, is an individual who has some valuable info. Race past the window and into the room and grab him.

After freeing the woman, follow her into the bathroom and have a quick chat with her to gain some important information. Then head back out and move to the left.





As The Punisher™ approaches a set of paper doors just ahead, he hears the voice of the man he's here to see. Listen to the conversation, then proceed through the doors.



In the next room, you must take out a small group of well-tailored Yakuza gunmen. Use the pillars for cover and take them down with extreme prejudice.

At the room's opposite end, you spy Takagi himself making a break for it. Give chase and you arrive just in time to see him escape into a locked elevator.



Your prey is out of reach for now. Turn around and continue up the next flight of stairs, entering another room much like the previous one. Hose down still more Yakuza with molten lead.

After clearing that area, proceed through next doorway in the back left corner to enter the nightclub.



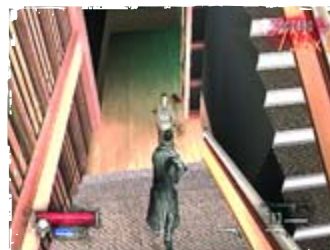
Special Interrogation: Bottoms Up



As you round the first bend, you find a Yakuza peering over the railing. Now's a good time to give him a better view of the floor. Race up behind him and dangle him to break him, extracting some pertinent info in the process.



Now continue across the balcony to the stairwell in the rear and proceed down to the dance floor to show them The Punisher™'s moves.



As you approach the floor, you have to mow down an approaching gangster, then continue on your merry way.

The Takagi Building



Once you reach the dance floor itself, head up the stairs leading to the DJ's setup. Deal with some interlopers very harshly.

At the room's opposite end is the entrance to the kitchen. Some rather heavily-armed cooking staff are here (they must have a lot of tough critics). Show them you're not terribly fond of the cuisine.



Moving deeper into the kitchen area, you find still more Yakuza. Keep moving and firing as you weave between the various cooking implements.



Still deeper into the kitchen area is a stockroom and, at the rear middle door is a young woman cowering. Speak to her to get the secret to Takagi's elevator.

You now have to fight your way back to the main kitchen and the dance floor beyond it. Also, keep in mind that you need to be on the lookout for a white-armored soldier to access Takagi's elevator.



Note

You don't have to grab the first white-clad soldier you find—there will be numerous opportunities along the way to bag one.



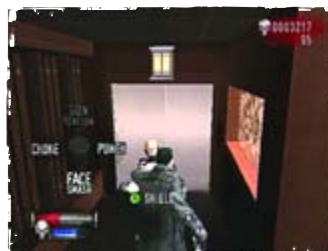
Retrace your steps through the dance floor to return to Takagi's elevator. Eliminate all who oppose you along the way.

By the time you get back up the stairs, it's time to start thinking about grabbing a white-armored soldier to enter the elevator—remember, though, you have to break him!



Note

If The Punisher™ is not able to obtain a white commando, the elevator will eventually open. However, the elevator will contain Yakuza looking for a fight.



After wading through several waves of soldiers, you arrive at the elevator. From there you'll need to release the broken guard to open up the locked door.

Section 2



In this section, move to the rear of Takagi's penthouse apartment to his main office. You meet no resistance along the way and are gently "guided" to your destination by automatic security doors.

Head out the same door you entered through, move past the suit of samurai armor and go toward the doorway on the left side of the far wall, *not* the left wall.



Keep moving on through the board room, taking the doorway immediately to the left and into the next room.

Section 3



Now turn right and enter either one of the doors ahead— on a small table in this room is the key to Takagi's office.



Go back the way you came (by this point you may have company) and blow away anyone in the room. After that, make for Takagi's office directly across from the room you just exited.



After hearing Takagi out, do what the man asks: Grab his sword from its stand and execute a quick kill on him to end his life with honor. If you don't do this, you're asking for serious trouble, since you'll then have to face the combined forces of his bodyguards as well as those Yakuza who have given their allegiance to Jigsaw™.



With Takagi done for, his bodyguards will follow suit. Now you can break the traitorous Yakuza in the corner *or* simply exit the office the way you came in. (Break him if you need the points and/or health.)



Move to the only desk in the room and access the security system. You'll have to wait an excruciating four minutes till the door finally unlocks.

The TAKAGI BUILDING



For now, make the best of a bad situation by taking a position near the two pillars in the room and annihilating any baddies that come in through either of the doors leading into the office.



Caution

If you leave the room too soon, you'll be in a very hard-to-defend situation—especially if you're anywhere near the painting, so think twice before exiting prematurely.



As soon as the timer expires, you can activate the door *but* it takes a few seconds to slide open, so watch your back!



Tip

The Punisher™ can open the secret door quickly if he interrogates the Yakuza in a red suit located in the kitchen.

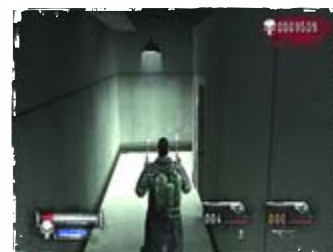


Your goal now is to hold this room for the first 3 minutes, 45 seconds of the countdown. There are other rooms to go to, but this one affords the most cover and control of the situation. Simply keep your eyes on the doors and kill anything that comes through.

Once the timer is down to fifteen seconds remaining, head out the door to the left of the desk (as if you're facing away from it and start running and gunning for the next nearest door just to the right.



When the door gives way, dash into the hallway, and make for the first door on the left. Inside is a pair of soldiers, so quickly mow them down.



After you've dealt with them, more soldiers are likely to follow, so head for the opposite door to escape back into the hallway.

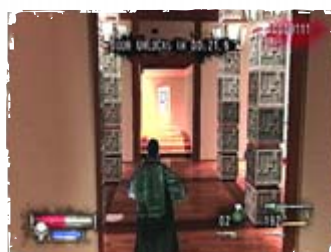


You enter the meeting room once more. Move toward the door to the left minding incoming enemy fire.

At the end of the next hall is a machine gunner just to the right. Using a grenade (or your trusty guns) to take him out, then proceed down the hall and take the first left to reach an elevator and exit!



After exiting the meeting room, go to the right and toward the painting at the opposite end—that's the key to getting out.



Punisher™: Trivia Journal

Q: Who played The Punisher™ in the first film based on the character?

A: Dolph Lundgren.

Ryker's Island

The Belly of the Beast



Proceeding through the first door you spot, head up the stairs and blow away the miscreant blocking your path, then head out the door to the left.



Take another quick left to blast a few more baddies, then pick up the key that lies on the sill next to the deceased guard. Now head back downstairs.

Section 1



As the level opens, Ryker's is literally burning. Head down the hall and through the first two sets of double doors you come to, then quick kill the thug accosting the guard. The guard then equips The Punisher™ with a shotgun and sends him on his way.



Heading back into the hall, proceed through the doors flanked by two metal detectors and straight into a scene out of hell. The inmates are firmly in control of the asylum.

From there, move to the opposite end of the room, to the back right corner. Heading into the hallway located there, you must nail a few inmates who aren't happy to see you.



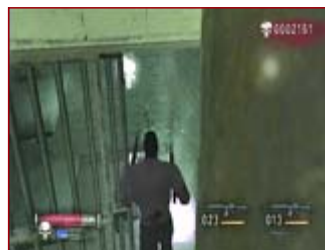
Head through the first doorway that leads left and double back through the next doorway to enter a set of concrete halls with the electrical and fire systems gone awry.



Continue along the corridor as it winds its way through several sets of iron bars. You come upon a trio of thugs desecrating the body of a dead guard. Open fire and take them down.



Special Interrogation: Bath Time



Once you've dealt with that mess, head up the stairs to find this fellow cowering in a cell. Grab him and execute a Special Interrogation on him to score some valuable info.



Now head back downstairs and through the gates to the right. You arrive in a security station. From there, continue past the security station and up the ladder.

Before long, you're on the roof, alone, with a Yakuza operative. Grab him and interrogate him to learn what the situation is with Jigsaw™.



Special Kill: Blown Fuse



After you're done extracting whatever info you can glean, you may as well finish the Yakuza off. Drag him over to the ledge and toss him onto the power generator.



Tip

The rocket launcher can also be used to destroy the generator if the thug is killed prematurely.

Now grab the rocket launcher on the ground and aim at the prisoners trying to flee across the yard. Two well-placed shots should get them all. Now head back to the ladder.



Section 2

Descend the ladder and make your way back to the main hall, this time heading to the left to find several thugs around a bonfire. Shoot first and ask questions later (except in the case of the one skull-emblazoned thug).



Special Interrogation: In the Slammer



Drag him over to the nearby cell door. Slam it on his chest repeatedly to get the info you need. After that, well, he's not much use to anybody.



If you broke the thug, ascend the nearby stairs, plug the thugs waiting at the top, and claim the Molotov cocktail lying in the cell.



Now go back downstairs and out to the right, where a lone thug comes running forward. Blast him, then turn down the right corridor to dispatch a few more baddies.

Double back. Head out and to the right and into the next security booth to unlock the gate at the console located inside. Also, feel free to re-arm and reload.



Continue onward; you soon spot a Molotov cocktail flying past you from the right. As you round the corner, blow away the fool standing there, then head through the gate to the left.



Flip around to the left. You see another cell block on fire. Head in and annihilate any thugs who stand in your path, then head up the stairs to the left to collect some more scalps.



Returning to the ground floor, move to the left to have a fruitless conversation with a guard at his station. Since he won't lend you any aid, head left.

In a few steps you come upon Death Row. If you want to get hold of a potentially great weapon, go inside; if not, continue around the corner.



Section 3

Head down the corridor and to the left to find a convict with his back to The Punisher™. Grab him and quick kill him.



Continue down the hall. You spot a stairwell—if you broke the gent on Death Row there's a weapon waiting for you.

Now ascend the stairs to where a conclave of cons is fixing to hang a guard. Sadly, there isn't much you can do to save him, so just extract some vengeance from their hides. Save the skull-emblazoned con for some fun in a moment.

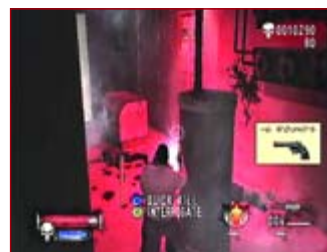


Special Interrogation: Any Last Words?



In Death Row, speak to the lone inmate housed there. He promises you the location of a weapon if you free him. Head back down the hall to flip the switch and let him out. When he realizes who The Punisher™ is, well, apparently his execution has been moved a good deal forward. Next, go back upstairs and around the bend to the right.

Special Interrogation: Hang 'Im High



Since the inmates went through so much trouble to set up that noose, you may as well get some use from it. Use it for a Special Interrogation of the con you grabbed and he offers to lend you some aid if you let him go. If your health is low, it's an offer you should consider.

Rounding the next bend and passing through the door, you come upon another band of bad guys. If you broke and let the other guy go, they leave you alone. If not, you need to blow 'em all away.



Special Interrogation: Wrinkle-Free Skin Suit



If you managed to not kill the guy with the skull hanging over his head in this room, place him in the nearby press and break him to gather up a Molotov cocktail in the corner.

Head out the nearby doorway, and turn to the right to find yet another fire. You come upon a group of thugs at a makeshift barricade. Take them out, then take up a position at the barricade.



At the intersection, head left and then watch for a door on your left. This is one of those spots where you want to park outside the door and kill enemies as they show themselves.



After you trim down the enemy numbers by about five, head inside and move through to the metal detector in the corner.

Section 4

Head toward the doorway on the left and, once more, take a position outside it. From here, take out as many cons as you can till the only ones left are a pair of Yakuza.



Once it's just you and the last two left standing, head in and whack the one without a skull over his head, then grab the other and drag him over to one of two skull splashes.



Special Interrogation: Yakuza Crushers



Any way you squash it, this guy's probably going to talk. He gives you Jigsaw™'s general whereabouts, then head up the stairwell in the corner and follow it out of the room.



As soon as you pass through the door turn right and deal with the two Yakuza coming up the stairs. After you mete out their punishment, turn you gaze upward.

THE PUNISHER™ | PRIMA OFFICIAL GAME GUIDE



Now, quickly and carefully pick your way to each column for cover, while shooting at any advancing foes.

As you approach the third landing, two stationary guards and one coming down the stairs await your destruction. Enter Fine Aim mode and blow them away before entering the prison offices.



As you go inside, pause at the first corner, then peek around to note the large squad ahead. This is how you'll do this entire area: Pick a spot with good protection and just *barely* pop your head out to pick off enemies with head shots in Fine Aim mode. Each time you clear an area, move forward to the next and repeat the process. This can be very tricky since the foes are very good shots, but as long as you take it slow and steady, you'll navigate the serpentine hallway in fine form. Having a shield, or several, is a very good idea for this sequence.



Tip

If you still have Molotovs, now would be the best time to use them to clear large packs of enemies with one blast.



You can use the various offices you come across to get the drop on some of the enemies, but your best bet is just to take it nice and slow, carefully moving forward.



Wending your way through the office, you'll eventually come upon a window with blinds. As you move left, watch your back!

The second office, after you make that left turn at the windows, has a stack of Yakuza hiding inside, so get the drop on them by coming through the office from the left rather than walking past it on the right.



After dealing with that group, head back into the hall and at the next left, you spy a frosted glass window (if you're peering around corners as you should be). Two Yakuza are behind it, so be ready!

Down the next stretch of hall, you find two more, this time behind an overturned sofa. Deal with the vandals, then head for the door to their right.





From that next doorway, take out the two Yakuza waiting behind a table before proceeding inside to make for the next doorway and out to meet...

Section 5

BOSS

BOSS: Jigsaw™



Dealing with Jigsaw™ and his stolen Iron Tech™ armor is a two-step project, with the first part definitely being trickier than the second. First you have to knock him out of the sky by shooting him in his backpack (the only vulnerable point on him). The good news is Jigsaw™ has a bit of a vision problem, so it isn't that tricky with a little practice.

First, take up a position around the large brown building in the roof's center. You'll orbit its perimeter. When Jigsaw™ sees you, he comes winging over. As soon as he loses sight of Frank™, he tends to wander about with no real direction—simply track him as he moves through the sky, staying out of his direct line of sight (you can be directly under him and he won't see you), then run out as he clears the rooftop and hit him in the back.

Afterward, run around the nearest corner of the structure to avoid his retaliatory (and very accurate) missile strikes. This initial sequence requires patience because it takes some time to whittle him down to the point where he comes crashing to earth. Simply repeat this process till he's finished.

While you're engaged in this game of cat and mouse, keep an eye out for wandering Yakuza: These guys carry the mines you'll need (called RAMS) to finish off Jigsaw™ when he becomes earthbound. Always be wary of Yakuza as they can creep up on you if you're not looking for them.



Tip

RAMS respawn by the two rooftop entrances, so alternatively, you can always head over there to collect them, one at a time.



After you bring Jigsaw™ down, switch to using the RAMS as your weapon, then start leading Jigsaw™ on a merry chase. He loses access to his missiles, but he keeps his repulsor blasts (the purple energy bolts) and a larger energy blast—this large blast can detonate RAMS, which can be both a blessing and a curse, depending on where you are when he fires one. (They detonate RAMS on contact.)

Basically, just lay RAMS against the sides of the various roof vents and wait for Jigsaw™ to walk by. Press Secondary Fire again and the RAM detonates, cutting a chunk off of Jigsaw™'s Health Meter.

Repeat this process till Jigsaw™ goes down in a pile of smoldering metal.

War Journal



Caution

The following information is best considered "spoiler" material, so if you have not beaten the game yet, you may want to skip this section until you do.

Rogues' Gallery



The Punisher™'s apartment has a handy tack board that keeps track of each crime boss and criminal he's going after on any given mission. Below is the complete list of "bosses" in the game, along with the level on which you'll find them:



Chop Shop



Meat Packing Plant



Frank™'s Apartment; Grand Nixon Island



Igor Baltiysky



Pier 74



Stark Towers



Ryker's Island



Fisk Industries



Takagi Building



Fisk Industries



Takagi Building



Gnucci Estate



Grand Nixon Island



Central Zoo; Guucci Estate



Funeral Home



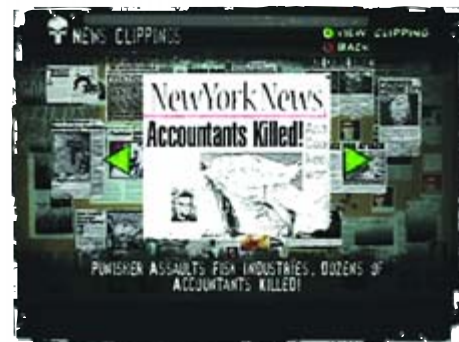
Lucky's Bar

Newspaper Clippings



In addition to keeping track of his targets, The Punisher™ also keeps a scrapbook, of sorts, containing news clippings that chronicle his various exploits—think of it as a diary written in the third person by someone with nothing good to say about himself.





Extras

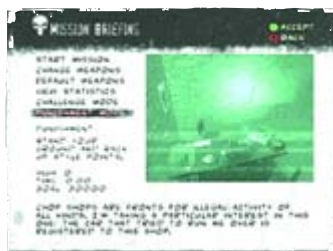
The Goodies

Challenge Mode



Challenge Mode is unlocked after completing each level in the game (minus Lucky's Bar and Frank™'s Apartment). Essentially, it sets up a few basic rules and you must complete them in order to gain access to even more unlockable content. For example, the criteria in the Chop Shop Challenge level is to use 6 different items in under 90 seconds. Completing this, in turn, gives you access to a set of covers from the Cover Gallery. Check the chart here to find out what each Challenge Mode gets you.

Crime and Punishment Mode



Crime and Punishment is unlocked after earning the silver medal in each level that has a corresponding C&P level (not all levels feature a C&P take). You can think of the C&P levels as arcade-like sequences in which you must fend off waves of attackers to score a set number of points. Each wave of enemies, however, is burlier than the last wave, so you have to stay on your toes! For example, in the Chop Shop, you need to score 300,000 points to come out on top. Doing so unlocks another set of covers. Each level, however, has its own unique criteria to complete (much like Challenge levels).

Unlockables

Level	Completing Level	Bronze Medal	Silver Medal	
Crack House	Tutorial Challenge	Level Concept—Crack House	Character Concepts Group 1	
Chop Shop	Chop Shop Challenge	Level Concept—Chop Shop	Chop Shop C&P	
Lucky's Bar	—	Character Concepts Group 3	Character Concepts Group 4	
Central Zoo	Central Zoo Challenge	Level Concept—Zoo	Central Zoo C&P	
Funeral Home	Funeral Home Challenge	Level Concept—Mortuary	Funeral Home C&P	
Gnucci Estate	Mansion Challenge	Level Concept—Mansion	Gnucci Estate C&P	
Pier 74	Pier 74 Challenge	Level Concept—Harbor	Pier 74 C&P	
Igor Baltiysky	Igor Baltiysky Challenge	Level Concept—Drgboat	Igor Baltiysky C&P	
Apartment	—	—	—	
Grand Nixon	Grand Nixon Challenge	Level Concept—Jungle	Jungle C&P	
Fisk Industries	Fisk Industries Challenge	Level Concept—Fisk	Character Concepts Group 11	
Pier 74 Revisited	Pier 74 Revisited Challenge	Character Concepts Group 12	Character Concepts Group 13	
Meat Packing Plant	Meat Packing Plant Challenge	Level Concept—Meat Packing Plant	Meat C&P	
Stark Towers	Stark Towers Challenge	Level Concept—Stark	Character Concepts Group 15	
Takagi Building	Dclub Challenge	Level Concept—Dance Club	Dclub C&P	
Ryker's Island	Ryker's Island Challenge	Level Concept—Prison	Cheat—One Shot One Kill	



Concept Art



As you complete certain objectives (refer to the Unlockables table), you also unlock galleries full of Punisher™ concept art, all designed for use in the game, for your perusal.

Cheats

The Punisher™ comes replete with a decent number of cheats that make the game much, much easier:

Invulnerability: The Punisher™ doesn't take any damage.

Unlimited Ammo: The Punisher™'s guns never run dry.

No Reload: The Punisher™ never needs to reload his gun.

Unlimited Slaughter Mode: The Punisher™ has an unlimited Slaughter Meter—once you enter you never come out.

One Shot, One Kill: One hit from any of The Punisher™'s weapons, no matter how slight, kills.

Gun Splitters: The Punisher™'s invisible—but his guns aren't!

Crazy Deaths: Instead of simply falling over and dying, enemies are thrown about like rag dolls from the force of impact.

To find how to unlock each cheat, please consult the Unlockables table.

Gold Medal	Challenge Mode	Crime & Punishment
Cheat—Gun Splitters	Cover Group 1	—
Character Concepts Group 2	Cover Group 2	Cover Group 3
Cheat—Crazy Deaths	—	—
Character Concepts Group 5	Cover Group 4	Cover Group 5
Character Concepts Group 6	Cover Group 6	Cover Group 7
Character Concepts Group 7	Cover Group 8	Cover Group 9
Character Concepts Group 8	Cover Group 10	Cover Group 11
Character Concepts Group 9	Cover Group 12	Cover Group 13
—	—	—
Character Concepts Group 10	Cover Group 14	Cover Group 15
—	Cover Group 16	—
Cheat—Unlimited Ammo	Cover Group 17	—
Character Concepts Group 14	Cover Group 18	Cover Group 19
Cheat—No Reloads	Cover Group 20	—
Cheat—Unlimited Slaughter Mode	Cover Group 21	Cover Group 22
Cheat—Invulnerability	Cover Group 23	—



Challenge Mode

All Challenges play out exactly as they do in the main game, the only differences being in the rules required to complete them successfully. So if you find yourself on the Central Zoo level, the layout will be precisely as it is (down to the enemies, etc.) as it is in the main game. That being said, some of these Challenges can get downright tricky.

Rules range from difficulty level and amount of time allowed to complete them to which weapons you can and can't use and even missions where you'll need to keep a plucky band of S.H.I.E.L.D. agents breathing.

The Crackhouse

The first Challenge starts with the Crackhouse—you'll need to break foes with 6 *different* Interrogations to complete this section. The only way to do this, however, is to use your four default Interrogations, along with two Special Interrogations. The problem is that you get 3 minutes to complete this task. This basically means that you constantly need to be moving to have any hope of completing it. You'll want to get the first four, basic, Interrogations out of the way quickly then blast your way through and past any foes that get in your way (do not stop for gun battles, needless Interrogations, etc.).

The Chop Shop

Very straightforward: make your way through the Chop Shop picking up each unique item you see (bottle, crowbar, bat, etc.) and Quick Kill the nearest foe. Repeat. There's no real trick to this except that you need to keep progressing into the level to find unique items with which to slay foes (remember that engine block over the thug's head from the main game?).



Note

Your knife (used in the default Quick Kill) does not count as a unique item.

Central Zoo

In this sequence you'll need to finish the Central Zoo level in 2:30 on Hard difficulty. Basically the strategy here is pretty simple: **never stop moving**. Due to the fact that you have barely enough time to complete the level as is, anything that causes The Punisher™ to pause is bad. Do not stop for Interrogations, Quick Kills, etc. and do your best to avoid protracted gunfights as these will cost you valuable points. Best advice? Aim for the head.

Grey's Funeral Home

This one is **tough**: you'll need to take down that creampuff Eddie in a replay of the final section in the Funeral Home. Unfortunately, the only shots that count are those to the head and, worse yet, the Challenge ends if you hit anything but his noggin'. Needless to say, Fine Aim mode is basically your only option here, and you'll have to take your time and methodically peck at Eddie till he's down. Be sure to use the Gnuccis running around the attic for Interrogation-based health boosts (you'll need them) and steer clear of the machine gun at all costs.

Gnucci Estate

Run and gun is the name of the game in the Gnucci Estate Challenge. You'll have to wipe out 63 Gnuccis in 4:30 minutes to claim victory here. You'll recognize this map from your initial passes through the mansion, so at least the layout is in your favor. With that in mind, your best bet to complete this section is to rely on as many head shots as you can muster and/or repeatedly use Quick Kills to build up your Slaughter Meter to go buck wild. Either strategy will work, but bear in mind that you do not have time to stop and Interrogate foes so you'll have to dodge as well as you shoot to avoid being cut down—this is especially true in the staircase sequence (yes, there are a huge number of foes there just as in the main game).

Pier 74

In this Challenge you'll need to kill 10x as many enemies as the Black Widow™. Sound easy? Perhaps, but bear in mind that when they say 10x they mean 10x. For example, if you kill 40 enemies the Widow™ better have killed 4 or you'll lose the Challenge. Your best bet here is to simply play through the level and simply try to keep pace with the Widow. Since she's about as productive as she is in the main game, you shouldn't have too much trouble keeping her kill level where you need it.

Igor Baltiysky

Everybody loves the flamethrower, but when it's the only weapon available it can make things rather tricky. First off, it's range is quite limited. Then there's the problem with enemies running into you after you've set them ablaze. This, combined with the fact that the difficulty is ratcheted up to Hard, makes things a bit troublesome for poor Frank™. The only real 'trick' is to take it slow as possible, Interrogating foes for health boosts as you move along. Be especially careful of closed-in areas (if you used the 'thrower in the main game at all, you'll know all about this) as foes have a nasty habit of running into you after they are burning.

Grand Nixon Island

This is interesting: the goal here is to complete this section of Grand Nixon Island without the foes your attacking getting off a single shot. Needless to say, the **only** way to accomplish this feat is to take it very, very slowly. When possible, pick foes off from a distance with the sniper rifle whenever you can, and when up close combat is required (and it will be) you'll need to get the drop on your foes as silently as possible, so you'll have to be a real snake to approach enemies. Use the stuttering technique described in the strategy section to get through this Challenge without losing all your marbles when facing down larger groups of enemies (larger, in this case, meaning more than 1 foe at a time).

Fisk Industries

The goal at Fisk is to defeat 39 enemies **without** reloading and **without** picking up any weapons. That means you have to take them all out with Quick Kills, essentially, as you need the grenade launcher simply to deal with Bullseye™ in this Challenge. It's not all that difficult compared to some of the others you've no doubt already completed, but you have to ration your grenades and be precise with your shots against Bullseye™ to complete this sequence.

Pier 74 Revisited

To complete this Challenge, you'll need to preserve the lives of 5 S.H.I.E.L.D. agents (out of a total of 9). The only thing you need to do to beat this Challenge is make sure you clean out each area of all enemies before moving to the next sequence, otherwise it's a safe bet someone's going to get their clock cleaned...permanently. That being said, there are 9 for a reason and there's a good chance that, despite your best efforts, you will lose 3-4 of them due to some of the more ornery Yakuza lurking about (especially those wielding heavy artillery).

Meat Packing Plant

This only rule through this section of the Meat Packing Plant is to not take single shred of damage. Sound hard? It can be if you're idea of being The Punisher™ involves hosing down every pristine surface with lead. However, if you take your time and *gradually* pick your way through the level you'll be OK. The best way to tackle this is to use the camera tricks mentioned in the strategy section towards the front of the book to carefully make your way around corners, into rooms, etc. Whatever you do, do **not** go rushing into anything!

Stark Towers

As with the Meat Packing Plant, Stark Towers is a 'no damage' sequence only this time there's a little wrinkle: you have to complete the section in 2 minutes. So while you're trying to avoid taking a bullet, you need to be aware of the fact that you're living on borrowed time. As with the Meat Packing Plant you'll need to pick your way forward carefully. A combination of skillful camera manipulation and Fine Aim mode (again, check the Strategy section for more info) is basically the only way through this sequence. By pausing at every corner, wall and nook and taking out foes with head shots, you can make it through this.

Takagi Building

As you make your way through the final section of the Takagi Building, you'll need to maintain **100%** accuracy to complete this Challenge. That means every single shot you fire must find its way into a foe's soon-to-be bullet-riddled corpse. If you miss even a single shot, it's game over. This can be daunting at first, but the real trick here is using Fine Aim mode to make sure you're always squarely hitting a foe and walking a tightrope between life and death. Ah, but there is a trick! Simply Quick-Killing all your foes (and Interrogating when necessary for a health boost) you can maintain your accuracy without actually firing anything more than single shot!